

THE
OUTFORCE



Strategy First

BACKGROUND STORY

The game takes place in a far future, the 25th century to be more exact, where mankind is fighting for survival far away from home. The human race has left Earth, after nearly getting wiped out by an asteroid hit, and is now trying its best to settle down in a nearby star system, the Epsilon Eridani system.

We are not alone in this part of the galaxy, though. Our new home lies right in the crossfire between two alien races, who also seek control of the region. These alien empires, the stout, chubby, turtle-like Gobins and the erect, proud warriors of the Crions, have nearly eradicated each other after centuries of territorial conflict and outright war. The better part of the Crion army is about to advance on one of the major Gobin homeworlds, to take advantage of their last chance of breaking the 50-year stalemate.

In the middle of all this, the Terrans arrive, and begin to colonize a nearby Gobin planet. Both the alien empires are taken completely by surprise and, believing the humans to be a devious trick played by their opponent, furiously attack the Terran forces. The Terrans respond in kind with nuclear missiles, proving deadly effective.

After a short but brutally effective war, where all three sides have taken considerable losses, they all realize peace must be made. An old abandoned Crion space station serves as neutral grounds for peace parties to meet. Negotiations seem to come along fine...

...Until the space station vanishes without a trace. One day, radio and subspace transmissions are just cut off, with no hint of problems or complications. All high leaders, diplomats and communications experts in this region have completely disappeared, and strong suspicions of treachery and conspiracy are cast in all directions. No one really knows what happened, though, and the military generals left in charge of the population has no choice but to rally their broken forces into a new offensive.

The war erupts again, with newfangled hatred.

This time, peace can only be achieved by conquest.

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GETTING STARTED

SYSTEM REQUIREMENTS

Operating system	Windows® 95/98 or higher
Computer	100% PC Compatible
CPU	233 MHz Pentium II or faster
Hard drive	16 Mb minimal installation
CD-ROM	8x drive speed
RAM	64 Mb or higher
Input device	100% Microsoft ® compatible mouse and keyboard
Graphics	DirectX Compatible 3D Accelerator
Sound	100% Windows compatible sound adapter
DirectX	Version 7.0 or higher
Multiplayer	2-8 Players, 1 game CD per player, TCP/IP compliant network, Modem for Internet play
Network Adapter	10 MBit Ethernet Adapter for LAN gaming



INSTALLATION AND START-UP

BEGINNER'S INSTALLATION GUIDE

Insert **The Outforce** CD into your CD-ROM drive. **The Outforce** installation wizard will automatically launch. If not, read the Troubleshooting instructions below.

Select your desired installation path. Click next. The installation will now commence.

Once **The Outforce** is fully installed, you may proceed to launch the game. If this option is not offered to you at the end of the installation, look for **The Outforce** icon on the Desktop. Double-click it to launch **The Outforce**.

Note that you must have DirectX 7 or later to run **The Outforce**. If you have a different version, you must manually upgrade your DirectX version. An installer can be found under the DirectX directory on **The Outforce** CD. It is also advisable that you check www.microsoft.com/directx for upgrades.

TROUBLESHOOTING

INSTALLATION

If the installation wizard does not automatically launch when you insert **The Outforce** CD, you can access the installation file manually. Double-click "My Computer", locate the CD-ROM icon (typically labeled "**The Outforce (D:)**") and double-click it. Windows will display a window showing the contents of **The Outforce** CD. Locate the Setup executable and double-click it.

PERFORMANCE

If you experience unreasonable performance problems, always make sure you have no unnecessary programs running, especially CPU-intense software like media players, web browsers or games. Anti-virus programs, download managers and other administrative software may also affect performance and stability, as well as screen savers and background operating software.

Another point of importance is to always have the latest drivers for your hardware. Old and outdated drivers may cause severe performance problems. Refer to the web site of your hardware manufacturer.

You can also read the readme.txt on your CD for the latest updated information.

OVERVIEW

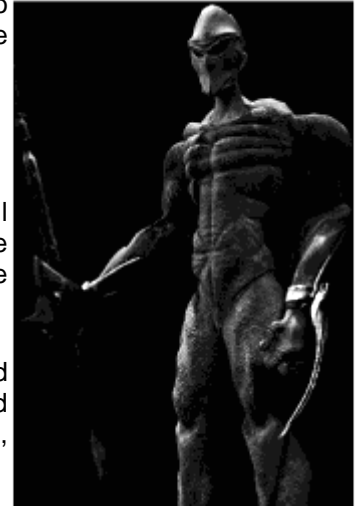
WELCOME TO THE OUTFORCE!

If you have prior experience with RTS games, you may wish to proceed to **The Outforce** Handbook section. Here will follow a brief explanation of the game for new players.

REAL-TIME STRATEGY

A strategy game focuses on the simulation of strategic warfare, with small units representing troops and vehicles. Orders are given in turns, and the units have strict rules for movement and engagement. These games have in all times been very popular.

Traditional strategy games often have intricate sets of rules, and sometimes use dice to introduce a random factor. A computer-based strategy game often lets the computer handle the rules and randomization, and the player is left to make decisions about how to move the units.



One advantage of computer-based strategy games is, however, the option of discarding turn-based fighting and let all units move at a specific speed, fire a certain amount of rounds per second and so on. This increases complexity, strategic options and, most of all, the sense of realism and action in the game.

THE OUTFORCE

The Outforce itself is a classic real-time strategy game. You control armed units, and with the help of your mouse and keyboard you order your units to attack the opponent units. The player who still has units left at the end of the game wins the battle.

That, however, is not all. You must first construct the units, and prior to that you need to build the factories that produce the units. These factories also have to be built, and for that you will need resources. Not until you master resources harvesting, power management, base defense, reconnaissance, scouting, sabotage, ambushes, siege tactics and direct assault will you be a true master of **The Outforce**.

This manual will give you instructions, hint at possibilities and give you a basic grasp of what you can do, but the rest is up to you. The future of the human race might depend on your strategic wits and ability to control the various elements of strategic warfare.

Good luck!

THE MAIN MENU

After starting up **The Outforce**, you will be presented with a few company logo animations, followed by a splash screen overlaid by a loading progress bar. Once the game has finished loading, the main menu will appear.

From the main menu you choose the game mode you wish to play. You have the choice of either a single player or multi player game, and you may also click Options to enter the configuration menu.

For further information, see the chapter titled Outgame Interface.

PLAY A GAME

To quickly get into the action, click Single Player, then click Skirmish in the following menu. **The Outforce** will load the necessary data and display the Skirmish Game setup screen. By default, you are alone in the room, so click Add Computer to add an AI player to the game. In this screen you also have the option of changing map, game settings, build restrictions and other settings, but we will deal with that later. After successfully adding an AI player to your skirmish game, click Start Game.

The skirmish battle mode is further explained in the Single Player chapter.

MAIN BATTLE SCREEN

If you are experienced with strategy games, you will probably recognize most features on the screen. The main portion is the game field, where most of the action is. To your right is the Battle Interface, containing resource meters, radar, selection slots and the power bar.

The leftmost section of the screen consists of the QuickCommand pad, and the bottom left corner is where you will find the battle console.

All of these features are elaborated upon in the Interface chapter of this manual.

GAMEFIELD

The main portion of the screen is your gamefield. Here you can overview your situation and give orders to your troops. **The Outforce** has two distinct types of objects under your control; units and modules.

For a thorough tour of all the units and modules available in **The Outforce**, please read the Units and modules chapter. The usage of these modules are explained in **The Outforce Handbook**.



INTERFACE

The nature of a real-time game is that it's turnless. Each order given will be carried out instantaneously, at a rate only your quickness and skill with the interface can decide. The gameplay interface in **The Outforce** therefore has been designed with quickness and flexibility in mind. All orders available to you can be reached via the QuickCommand Bar to your left or be given either directly on the Command Console to your lower left, or via your physical computer keyboard using pre- or user-defined QuickKeys.

For a full reference of the keyboard and interface operation, please read the Ingame Interface chapter.

OUTGAME INTERFACE

The first screen presented to you after the loading screen is the Main Menu, also referred to as the Outgame Interface. Here you make your selection of game type, go to the options screen or quit the game.

SINGLE PLAYER

Clicking the Single Player game option, you will enter a sub-screen requesting your choice of either starting a new game (New Game), load a saved game (Load Game) or simply playing a quick skirmish map (Skirmish).

The New Game option will bring up yet another sub-screen, asking you to select the campaign you wish to play. In its standard distribution, **The Outforce** offers either a Tutorial campaign, or the main **Outforce** campaign. Click a campaign to start it.

The Load Game screen takes you to a subscreen with a box listing the available games you have saved. By clicking one of them you will resume your game.

The Save Game screen works in a similar fashion.

Skirmish Game lets you play a multiplayer map against one or several computer players.

MULTIPLAYER

Note: *The default connection speed over LAN and WAN is 33.6Kbps, if you are playing on a LAN or on a modem with a connection speed faster than this, you must change the setting in the Multiplayer Options menu. You may access the Multiplayer Options Menu by clicking on the Options button in the Main Menu.*

Under the Multiplayer option you'll find two options labeled Local (LAN) Game and Internet (WAN) Game. Once you have made your selection of gametype, you will be presented with a server list, as well as the option to host your own game of the type you choose.

In the Host Game screen you can set up the necessary parameters for a multiplayer event, select maps, invite other players and define game options such as resources, max players and max units.

The Join Game screen brings you into the server selection screen, and once you've made your choice from the available servers you will be taken into the battle room, similar to the Host Game screen.

OPTIONS

The Options sub-menu is the center for modifying **The Outforce** to better suit your hardware configuration, as well as your tastes in sound, graphics, game settings and interface. Under a few of the options you will find advanced options not primarily meant for the end user, options which can provide a hazard to your system if tampered with. They are therefore not documented in this manual.

The Sound section deals with settings such as quality and volume of the sounds in **The Outforce**, whereas the Music section allows you to set background music levels.

In the Music section you are also able to type in the location of an .m3u (mp3 playlist) file of your choice, which will be used for alternative background music in **The Outforce**.

The Interface section contains selections for game speed and screen scrolling speed as well as miscellaneous interface options.

In the Graphics section you can change parameters regarding the desired driver to use for rendering, screen mode and resolution, and the treatment of textures.

Multiplayer options comprise the selection of a player nick, along with a few connection parameters.

INGAME INTERFACE



MANEUVERING THE GAME

Your viewport can only show a small portion of the game field. When you move your mouse pointer to the edges of the screen, the viewport will scroll in that direction. Note that your radar always shows a green outline representing which portion of the game field you are currently viewing.

Pressing Insert or Delete will zoom in and out, and the left and right arrow keys rotate the game field clockwise and counter-clockwise.

SELECTING UNITS

Selected units are outlined in your team color, typically blue.

Basic selection is done by clicking a unit with the left mouse button. Holding shift while clicking or dragging will add units to the existing selection.

To select multiple units, drag a box around the units you wish to select. If Majority Selection is enabled, **The Outforce** will separate offensive units from the selection, and select them if they are in majority. If offensive units are in minority, they will get deselected. Majority Selection never selects modules.

Double-clicking a unit will select all similar units within screen borders. Pressing CTRL-Z will select all similar units on the map.

GIVING ORDERS

AutoCommands are typically executed with the right mouse button. With a unit selected, clicking free space will give a move order, clicking a hostile unit or module will give an attack order if the unit is armed, and clicking a resource field will give a unit with RCU abilities a collect order.

Holding shift will stack either regular commands or AutoCommands. When shift is held, the order stack is displayed, and you can either move stacked orders by dragging, remove by right-clicking, or add stacked orders by simply issuing a new order in free space.

Keyboard shortcuts

ESC	Access the main menu	NUMERIC KEY PAD +	Zoom in on radar
S	Halt selected unit	NUMERIC KEY PAD -	Zoom out on radar
A	Attack	1-9	Select unit group 1-9
D	Turn on/off QuickCommand Bar	1-9 x2	Center on group 1-9
G	Guard	CTRL 1-9	Create unit group 1-9
P	Patrol	F5	Pause game
M	Move	F6	Game speed low
R	Repair	F7	Game speed normal
O	Toggle on/off	F8	Game speed high
T	Track selected unit	0 (zero)	Remove unit(s) from group
W	Connect Tow Ship	CTRL-A	Select all units
W x2	Disconnect Tow Ship	CTRL-Z	Select all similar units
TAB	Show scores	CTRL-D x2	Self-destruct selected unit
DELETE	Zoom out	SHIFT	Stack orders
INSERT	Zoom in	CTRL-ALT 1-9	Set script point 1-9
ARROW KEYS	Rotate camera	ALT 1-9	Move camera to script point 1-9
END	Max zoom out	F12	Screen capture
HOME	Max zoom in	SPACE	Focus on last message

STATUS PANEL

RESOURCES

The figure describes your resource supply in numbers. Hover your mouse pointer over the figure to display the energy balance per second. The graphic bar displays available resources in terms of the percentage of your maximum resource capacity. When the bar is all green, no more resources can be stored within your base.

RADAR / MINIMAP

Located in the top right corner, displaying radar information over a map. Units can be selected and given orders using the radar / Minimap. Press F to access the full-screen radar.

POWER BAR

Displays the energy supply for your base. The green bar is your current power production and the red bar is the amount of power consumed by your modules. If you are low on power the power bar will start blinking.

UNIT STATUS

The unit status is displayed in the multiselect portion of the screen when a unit is selected. The bar displays the unit's health status.

SUBSCREENS

FULL-SCREEN RADAR

To get a quick overview of the strategic situation you can bring up the full-screen Radar. This is basically a full-screen version of the Radar and Minimap on the Status Panel, but it allows you to see more details of the battlefield. The default keyboard shortcut for Full-screen Radar is F.

OPTIONS MENU

By pressing F10 you can access the Options Menu from within the game. The menu is identical to the Options section of the Main Menu.



FULL-SCREEN COMMAND CONSOLE

The Command Console is available in a full-screen version. You activate the Full-screen Command Console by pressing F1.

QUITTING THE GAME

You can at all times quit the current game by pressing ESC. Be aware, however, that quitting while hosting a multiplayer game will end the game for all players.

THE COMMAND CONSOLE

The Command Console is one of the most powerful features in **The Outforce**. Its main purpose is to send messages to other players in Multiplayer Games, but it can also be used to access variables and settings from within the game. While the console is not required in the normal flow of the game, it can be used to quickly change settings, execute scripts or even give orders to units.

If you want to send a message to everyone in a game simply press the ENTER key, type a message and then press the ENTER key again. Now the message has been sent to all players in the game.

If you want to send a team message press then ENTER key, type a message and then press SHIFT+ENTER. Now the message has been sent to your teammates only.

To execute a command you press ENTER, type a command and then press CTRL+ENTER.

The keyboard shortcut for the command console is the F1 key or the Enter key.

A fullscreen version of the Console can be accessed with the F2 key.



UNITS AND MODULES

Human

Armed Units



DRONE Small fast low-cost fighter, good for recon and surveillance. Lightly armored, low offensive power.



EAGLE Very agile fighter, effective for melee battle as well as taking out heavier targets.



HAWK Solid fighter, high offensive power. Effective against immobile targets.



PREDATOR Middle class destroyer, long attack range with a large damage radius. Designed to take out fighters and other small units.



RAPTOR Large slow-moving destroyer, equipped with a rapid-fire anti-fighter weapon, designed to give cover against fighters at short range. The Raptor is often used as an escort for larger units.



CENTAUR Heavily armed assault cruiser. Big and slow but with very good range. Heavily armed, able to take out most modules and ships with a single shot.



MINOTAUR Big cruiser, fitted with good armor. Has good maneuverability, excellent against larger ships.



KAMIKAZE Self-terminating unit. A ship containing a small, very unstable antimatter charge. Good speed, but very fragile. Avoid mixing with other units in battle.



WASP Lightly armored phaser fighter. Good unit for unexpected blitz attacks, effective for melee battle as well as taking out heavier targets.

Unarmed Units



TOWSHIP Unit with the unique ability to tow objects such as modules, or other units, using a tow cable. Has powerful engines and good armor.



RCU Resource collector. Harvests rocks and debris, which can be converted into resources in the Metal Plant.



MCU Module construction unit, uses resources and energy to construct basic modules.



ADVANCED MCU Advanced module constructing unit. Has faster building rate and the ability to construct advanced modules.



PHASER MCU Phasing Module Construction Unit. Has phaser capability. Similar to the Advanced MCU, but has slower building rate.



JAMMER Electronic countermeasures. Has a sphere of influence which hostile radar cannot penetrate. Decent speed but low armor and no offensive capability.



SCOUT Fast recon unit equipped with long range sensors, useful for locating and surveying hostile forces and bases.

Unarmed Modules



CENTRAL The human core module. Provides a good energy supply and storage, radar capabilities and basic construction abilities.



UCM Unit Construction Module. Used to construct basic units. Can also construct the Advanced MCU.



ADVANCED UCM Advanced Unit Construction Module. Constructs advanced as well as basic units. Has a higher building rate than the basic UCM, but drains more energy.



PHASER UCM Phasing Unit Construction Module. Constructs units with phasing capabilities. High energy drain.



SOLAR PLANT Power supply. Catalyzes solar energy to provide power to your base.



FUSION PLANT Power supply. Using standard nuclear fusion technology, this module generates power for your base.



ANTIMATTER PLANT Advanced power supply. Refines and doubles your existing power supply. Somewhat unstable, can cause severe damage to your base if destroyed.



EXTRACTOR Resource supply. When built over resource spots, it will continuously extract a small amount of minerals.



ADVANCED EXTRACTOR Resource supply. A more effective version of the Extractor. Has a higher energy drain, but higher resource yield.



METAL PLANT Resource supply. Refines the harvested material from the Collector into resources.



METAL FENCE Basic shield. Built like a fence, physically obstructs all units and most weapons. Phasing units and certain energy weapons can pass through.



LASER FENCE Advanced shield. Several Laser Fence modules connect to each other with laser barriers, resulting in a energy fence causing damage to anything that passes through it



ADVANCED RADAR Advanced radar module. Provides extended radar vision, shuts down during power shortages.



WARP STATION Warping device. Can instantly transport objects from one location in space to another, within a limited range.



WARP DISRUPTOR Anti-warp module. Disrupts all incoming and outgoing warp trails, making warp jumps in the surrounding area impossible.

Offensive Modules



LIGHT LASER Small defensive module. Fires at a slower rate when your base is low on power.



HEAVY LASER Medium Defensive module. Drains energy when fired, when low on power the Heavy Laser will increase its reload time.



TURBINE LASER Advanced defense module. Fast targeting and a high firing rate. Useful for protecting vital modules, or defending your perimeter against rush attacks.



LIGHT MISSILE Small defensive module. Short building time, will provide a good temporary defense while constructing a new base.



HOMING MISSILE Medium defensive module. A larger version of the Light Missile turret, fires missiles with homing capabilities.



RIOT GUARD Defensive module. Good for perimeter defense.



ASSAULT MODULE Heavy assault module. Fires a highly explosive projectile, able to annihilate most units with a single shot. Has a slow aiming and reload rate.



NEMESIS Warping nuke. A nuclear device with a built-in short-range warping device, making it one of the most devastating devices ever created.

Gobin

Armed Units



RAZOR FISH Small fast low-cost fighter, good for recon and surveillance. Lightly armored, low offensive power.



GERDLA Very agile fighter, effective for melee battle as well as taking out heavier targets.



JANDROW Solid fighter, high offensive power. Effective against immobile targets.



ZIDRA Middle class destroyer, long attack range with a large damage radius. Designed to take out fighters and other small units.



ONATH Large, slow-moving destroyer, equipped with a rapid-fire anti-fighter weapon, designed to give cover against fighters at a short range. The Onath is often used as an escort for larger units.



WONTAR Heavily armed assault cruiser. Big and slow but with very good range. Heavily armed, able to take out most modules and ships with a single shot.



INTOROTH Big cruiser, fitted with good armor. Has good maneuverability, excellent against larger ships.



CHERRYFLOWER Self-terminating unit. A ship containing a small, very unstable antimatter charge. Good speed, but very fragile. Avoid mixing with other units in battle.



CHAMELEON Lightly armored phaser fighter. Good unit for unexpected blitz attacks, effective for melee battle as well as taking out heavier targets.

Unarmed Units



PULLER Unit with the unique ability to tow objects such as modules, or other units, using a tow cable. Has powerful engines and good armor.



REAPER Resource collector. Harvests rocks and debris, which can be converted into resources in the Decomposer.



SEED POD Module construction unit, uses resources and energy to construct basic modules.



ADVANCED SEED POD Advanced module constructing unit. Has faster building rate and the ability to construct advanced modules.



PHASER SEED POD Phasing Module Construction Unit. Has phaser capability. Similar to the Advanced Seed Pod, but has slower building rate.



JAMMER Electronic countermeasures. Has a sphere of influence which hostile radar cannot penetrate. Decent speed but low armor and no offensive capability.



SEER Fast recon unit equipped with long range sensors, useful for locating and surveying hostile forces and bases.

Unarmed Modules



ROOT CORE The Gobin core module. Provides a good energy supply and storage, radar capabilities and basic construction abilities.



SYNTHESOR Unit Construction Module. Used to construct basic units. Can also construct the Advanced Seed Pod.



ADVANCED SYNTHESOR Advanced Unit Construction Module. Constructs advanced as well as basic units. Has a higher building rate than the basic Synthesor, but drains more energy.



PHASER SYNTHESOR Phasing Unit Construction Module. Constructs units with phasing capabilities. High energy drain.



SOLAR EMO Power supply. Catalyzes solar energy to provide power to your base.



PHOTOSYN EMO Power supply. Using standard nuclear fusion technology, this module generates power for your base.



A/M EMO Advanced power supply. Refines and doubles your existing power supply. Somewhat unstable, can cause severe damage to your base if destroyed.



DISTILLATOR Resource supply. When built over resource spots, it will continuously extract a small amount of minerals.



ADVANCED DISTILLATOR Resource supply. A more effective version of the Distillator. Has a higher energy drain, but higher resource yield.



DECOMPOSER Resource supply. Refines the harvested material from the Reaper into resources.



HEDGE Basic shield. Built like a fence, physically obstructs all units and most weapons. Phasing units and certain energy weapons can pass through.



ADVANCED HEDGE Advanced shield. Several Advanced Hedge modules connect to each other with laser barriers, resulting in an energy fence causing damage to anything that passes through it.



ADVANCED RADAR Advanced radar module. Provides extended radar vision, shuts down during power shortages.



WARP HIVE Warping device. Can instantly transport objects from one location in space to another, within a limited range.



WARP JAMMER Anti-warp module. Disrupts all incoming and outgoing warp trails, making warp jumps in the surrounding area impossible.

Offensive Modules



LIGHT LASER Small defensive module. Fires at a slower rate when your base is low on power.



HEAVY LASER Medium Defensive module. Drains energy when fired, when low on power the Heavy Laser will increase its reload time.



TURBINE LASER Advanced defense module. Fast targeting and a high firing rate. Useful for protecting vital modules, or defending your perimeter against rush attacks.



LIGHT MISSILE Small defensive module. Short building time, will provide a good temporary defense while constructing a new base.



MISSILE LAUNCHER Medium defensive module. A larger version of the Light Missile turret, fires missiles with homing capabilities.



NEUTRON WEAPON Defensive module. Good for perimeter defense.



FLASH BAT Heavy assault module. Fires a highly explosive projectile, able to annihilate most units with a single shot. Has a slow aiming and reload rate.



GENESIS Warping nuke. A nuclear device with a built-in short-range warping device, making it one of the most devastating devices ever created.

Crion

Armed Units



TIXER Small fast low-cost fighter, good for recon and surveillance. Lightly armored, low offensive power.



DJEXO Very agile fighter, effective for melee battle as well as taking out heavier targets.



ZADOREC Solid fighter, high offensive power. Effective against immobile targets.



EVRON Middle class destroyer, long attack range with a large damage radius. Designed to take out fighters and other small units.



LITTER Large, slow-moving destroyer, equipped with a rapid-fire anti-fighter weapon, designed to give cover against fighters at a short range. The Litter is often used as an escort for larger units.



LOCTOR Heavily armed assault cruiser. Big and slow but with very good range. Heavily armed, able to take out most modules and ships with a single shot.



KEGGER Big cruiser, fitted with good armor. Has good maneuverability, excellent against larger ships.



MARTYR Self-terminating unit. A ship containing a small, very unstable antimatter charge. Good speed, but very fragile. Avoid mixing with other units in battle.



KNAVE Lightly armored phaser fighter. Good unit for unexpected blitz attacks, effective for melee battle as well as taking out heavier targets.

Unarmed Units



DRAGSTER Unit with the unique ability to tow objects such as modules, or other units, using a tow cable. Has powerful engines and good armor.



GATHERER Resource collector. Harvests rocks and debris, which can be converted into resources in the Cleanser.



ASSEMBLER Module construction unit, uses resources and energy to construct basic modules.



ADVANCED ASSEMBLER Advanced module constructing unit. Has faster building rate and the ability to construct advanced modules.



PHASER ASSEMBLER Phasing Module Construction Unit. Has phaser capability. Similar to the Advanced Assembler, but has slower building rate.



SPOOFER Electronic countermeasures. Has a sphere of influence which hostile radar cannot penetrate. Decent speed but low armor and no offensive capability.



INFILTRATOR Fast recon unit equipped with long range sensors, useful for locating and surveying hostile forces and bases.

Unarmed Modules



PROCESSOR The Crion core module. Provides a good energy supply and storage, radar capabilities and basic construction abilities.



PRODUCER Unit Construction Module. Used to construct basic units. Can also construct the Advanced Assembler.



ADVANCED PRODUCER Advanced Unit Construction Module. Constructs advanced as well as basic units. Has a higher building rate than the basic Producer, but drains more energy.



PH. PRODUCER Phaser Unit Construction Module. Constructs units with phasing capabilities. High energy drain.



PHOTON MUSTER Power supply. Catalyzes solar energy to provide power to your base.



FUSION NODE Power supply. Using standard nuclear fusion technology, this module generates power for your base.



A/M NODE Advanced power supply. Refines and doubles your existing power supply. Somewhat unstable, can cause severe damage to your base if destroyed.



EXTRACTOR Resource supply. When built over resource spots, it will continuously extract a small amount of minerals.



ADVANCED EXTRACTOR Resource supply. A more effective version of the Extractor. Has a higher energy drain, but higher resource yield.



CLEANSER Resource supply. Refines the harvested material from the Gatherer into resources.



BARRIER Basic shield. Built like a fence, physically obstructs all units and most weapons. Phasing units and certain energy weapons can pass through.



ADVANCED BARRIER Advanced shield. Several Advanced Barrier modules connect to each other with laser barriers, resulting in an energy fence causing damage to anything that passes through it.



ADVANCED RADAR Advanced radar module. Provides extended radar vision, shuts down during power shortages.



WARP PORTAL Warping device. Can instantly transport objects from one location in space to another, within a limited range.



WARP INHIBITOR Anti-warp module. Disrupts all incoming and outgoing warp trails, making warp jumps in the surrounding area impossible.

Offensive Modules



LIGHT LASER Small defensive module. Fires at a slower rate when your base is low on power.



HEAVY LASER Medium Defensive module. Drains energy when fired, when low on power the Heavy Laser will increase its reload time.



TURBINE LASER Advanced defense module. Fast targeting and a high firing rate. Useful for protecting vital modules, or defending your perimeter against rush attacks.



LIGHT MISSILE Small defensive module. Short building time, will provide a good temporary defense while constructing a new base.



MISSILE LAUNCHER Medium defensive module. A larger version of the Light Missile module, fires missiles with homing capabilities.



PESTILENCE Defensive module. Good for perimeter defense.



OBELISK Heavy assault module. Fires a highly explosive projectile, able to annihilate most units with a single shot. Has a slow aiming and reload rate.



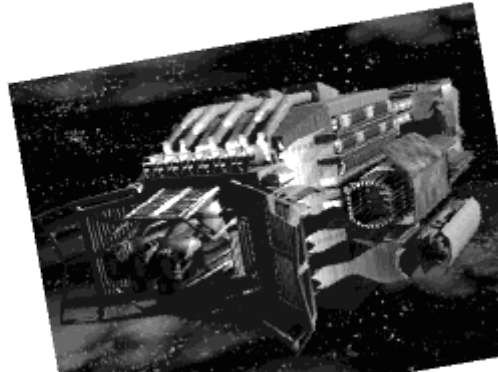
ARMAGEDDON Warping nuke. A nuclear device with a built-in short-range warping device, making it one of the most devastating devices ever created.

THE OUTFORCE HANDBOOK

Mastering a strategy game can take a lifetime. It is impossible to predict all the possible situations that might occur during a battle, and the only way to be prepared is to know the tools and the possibilities you have. This section explains the basic gameflow, and how you control your units.

GENERAL ORDERS

Unit orders are given to the selected units. Holding down the shift key while giving multiple mouse commands will stack the commands, making the unit perform these orders in turn.



MOVE

A regular move order means that the unit moves to the target location. If that target location is beyond the fog of war, the unit will do its best to find a path. If it fails, it will halt. A force-move will result in the unit moving straight towards the target location, stopping only when cornered or unable to find a valid path.

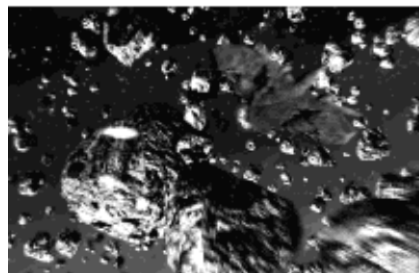
Normally, units given a move order will travel as a group to better handle the route given. However, holding down the alt key will force the units to maintain formation, unless the destination is beyond the fog of war.

ATTACK

If the target is a hostile unit or module, a regular attack order will result in the attacking unit approaching and attacking the target until eliminated. If the target moves from its initial location, the unit will follow and continuously attack. The force-attack command can be used to attack non-hostile units, units beyond visible range, or even empty space.

GUARD

The unit will follow the target and fire at anything attacking it. An MCU guarding a unit will automatically repair the unit. An MCU guarding another MCU will assist that MCU in construction and repair.



PATROL

The unit can be ordered to patrol between two or several points along the map. If it encounters hostile forces along the route, it will proceed to eliminate them.

STOP

Halts the current order and returns the unit to idle status. The Stop order also clears any orders left in the order stack.

TOW

A unit with towing capabilities can be assigned to tow objects on the map. Several towships can be connected to the object to increase towing speed. Note that certain objects have a very large mass and will require several tow ships to even move, and that certain special objects cannot be towed at all.

Also, be aware that if a tow cable is subjected to too much stress, due to the object size or if the object is somehow obstructed, the cable might break. If that happens, try approaching the object from another angle, or add more tow ships.



ON / OFF

When a module or unit is switched off, it will stop functioning, but will also not drain energy from the power supply. You can reduce the power demand on your base this way.

CONSTRUCTION

The construction system in **The Outforce** is rather simple: Unit Construction Modules (UCM's) construct units, while Module Construction Units (MCU's) can construct modules. Construction requires resources and energy.

UNIT CONSTRUCTION MODULES

Your first building in a game of **The Outforce** will always be the Core Unit (Central, Root Core or Processor), which functions partly as a UCM. To construct a unit, select the UCM with your mouse. A set of icons will appear to the right on your screen. Hovering your mouse pointer over an icon will provide a tooltip with the name of the unit and the construction cost.

Clicking a building icon will place a building order in the building stack, while right-clicking it will remove a building order from the stack. This stack is represented by small numbers on each icon.

The module will remember in which order you clicked the icons, making it possible to form complex building sequences.

Example: In the beginning of a game, playing humans, select your Central. Click the tow ship icon once, then the MCU icon, and then the tow ship again, twice. Your Central will produce one tow ship, one MCU and two more tow ships.

If you right-click a building icon past 0 (zero), you will give an infinite build order, resulting in continuous production of the desired unit. You may stack these orders in a similar fashion to the single build orders.

Example: Right-click the MCU icon twice, then right-click the tow ship icon once. Your Central will produce two MCU's, one tow ship, two MCU's and so on.

Once the construction commences, a bright green progress bar will frame the icon, showing the percentage of completion. If you run out of power or resources, the construction is slowed down until you resupply your base. Once the unit is complete, the Status Panel will return to idle status, and your unit will appear in front of the UCM.

If you choose, you can have your UCM give initial orders, even stacked, to the units it constructs. For example, you may want to set up a rally point somewhere inside your base, to avoid cluttering the area around your UCM with units. Simply select the UCM and give it a Move order, or click Rally at the QuickCommand Bar, and all units produced from then on will move to the designated target.

MODULE CONSTRUCTION UNITS

An MCU, Module Construction Unit, works in a similar fashion. You select the MCU, click a building icon, then move the mouse pointer onto the game field.

A rectangle representing the size of your module appears, in white color if building is allowed or in red color if the area is blocked. Click to set the building location. The MCU will move to this location and start the construction.



Example: Playing humans, you wish to construct a UCM. Select one of your MCU's and click the UCM icon. Find a suitable area, position your mouse pointer with the size rectangle there, and click. Your MCU will move to the specified location and start building your UCM.

Stacking module build orders is done by holding down the shift key while clicking multiple locations, or even dragging the mouse if you wish to form a line of modules (useful when constructing shields or defense modules)

Example: Playing humans, you have just built your first UCM, and a few MCU's. Now you wish to quickly set up a small base, containing a Metal Plant, a few Solar Plants and some Light Laser Turrets. You click the Metal Plant icon, click a location near an asteroid

field, then click the solar panel icon and drag a short line near the rear of your base. Proceeding to click the light laser turret icon, you drag a wide half-circle north of your Central.

By selecting an MCU, and giving it a guard order targeting another MCU, you can have several MCU's operating on the same target. Likewise, you can set a UCM as guard target, to have your MCU helping out in constructing units. Additionally, an MCU in guard mode will automatically repair its target. Giving it a stop order, or a new order of any kind, will set it out of guard mode.

Example: Select one or several MCU's, press 'G', and click an MCU already at work. You will observe the selected MCU's moving close to the construction site and start constructing.

RESOURCES

Gathering resources to be used in the construction cycle is primarily done by Resource Collection Units, RCU's. An RCU self-pilots around the vicinity of your base, locates scavengeable objects and disintegrates them into fine dust, and periodically delivers its load to a nearby Resource Supply. The Resource Supply then proceeds to further refine and extract usable resources from the "space dust".

When you construct a Resource Supply such as the human Metal Plant, you always get an RCU along with it. It will automatically locate the nearest harvestable object, and likewise locate and dock to the nearest Resource Supply by itself. You may construct additional RCU's in order to speed up the resource harvesting, as they share the available Resource Supplies between them.

BATTLE UNITS

All units carrying weapons can be considered Battle Units. If a hostile unit comes within the weapon range of a Battle Unit, the unit will target and fire its weapons.



There are two main categories of weapons in **The Outforce**: Direct-hit weapons and projectile weapons. Direct-hit weapons fire bullets, charges or beams, hitting their target practically instantaneously.

A projectile weapon fires with self-propelling features. It cannot penetrate hard cover such as walls, modules or natural obstructions.

SPECIAL UNITS

Scout units are equipped with a medium range radar device, and have good visual range as well. They are designed for reconnaissance and surveillance purposes. Radar units are similar to scouts, although they have a wider radar range and are also better armored.

Cloaking units carry a small radar jamming device, powerful enough to blank out any radar echoes from units and modules in the surrounding area. They are small and agile but have low armor and no weaponry.

Tow ships are capable of attaching to any object in the game, although certain objects have a very high mass, and might require several tow ships to admit towing. A few objects might be too large to be towed at all.

The tow ship is versatile and powerful, and can be used for fortifying your base and removing clutter from your base.

PHASERS

A phasing unit uses an advanced technology to "phase" itself through solid matter, ignoring any obstacles along its course. This makes it perfect for surveillance, small search-and-destroy operations or simply adding another element to an assault.

The phasing units do not have any special means of operation, but are controlled identically to regular units. Bear in mind, however, that phasing units carry only light armor and light weapons.

DEFENSE MODULES

Any base of considerable size needs defense, and battle units are better suited for assault than protection. The sooner you learn to construct a base defense using the various defense modules, the better off you will be.

Defense modules cannot move, but remain stationed where constructed. They have a good weapon range and relatively low cost compared to their mobile counterparts.

Normally, you don't have to control a defense module in the same minute fashion as battle units. The defense modules pick their own targets, and shoot as soon as the target is in range. However, if the need should occur, defense modules can be given attack, force-attack and stop orders.

WARPING

One of the most powerful strategic devices available to the armies of the known universe is the warp device. It can be fitted into either a large station or a small unit (such as the phasers, which use a technological variant of the warping device) and while it has a heavy energy drain it still proves usable in strategic situations. The main usage for warping is to shorten transportation times, and make assessment of one's forces harder for the enemy.



Warping with a module is accomplished by first setting the re-entry point by giving the warp module a force-move order. The point where you set the order is the re-entry point for the units warping.

Next, simply select the units scheduled for warp and give them a simple move order into the warp station. They will, at the availability of energy, immediately warp to your set re-entry point.

CREDITS

Main Crew - O3 Games

HANS ANDERSSON - PROGRAMMER

Lead Game Design, Lead Programming, Interface Programming, Game Effects Programming, GUI Editor Tool, Yogurt Drive-By

Quote: "Sorry, there's no time for that."

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Lead Programming, Network Engine, 2D Engine, 3D Engine, Unit Developer Tool, Quake 2 Railing

Quote: "I would've done that right the first time."

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Effects Programming, 3D Engine, Additional Game Programming, Memory Blitting

Quote: "Oh, yeah, that bug. I know that one."

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AI Programming, Unit Behavior Programming

Quote: "Hey, guys, look! I've built a robot!"

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Quote: "ERIK!!!"

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Quote: "the sound of a mouse brutally slammed into a mouse pad"

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Quote: "Ship the damn game!"

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Quote: "Answer the damn phone!"

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Quote: "Nah, that's too commercial."

THEO SAVIDIS - 2D / 3D ARTIST

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Quote: "Yep, played that game. Sucks."

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Unit Balancing, Beta Testing, Closing Coordinator, Biggest Arm Muscles

Quote: "I'll have to check that with the boss."

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Caroline Okun	TINA
Benjamin F	Drone Fighter
CJ Rozicki	Tow Ship
	Scout
Alex Benitez	Fox Fighter
Kurt	Hawk Fighter
Galmin Tireantvs	Centauri
	Predator
Scott Tunes	NBC

FMV VOICES

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CJ Rozicki	RD72
Emelie Mandle	Valiant
	+ Additional
Lawrence Mackrory	Tutorial Sergeant
	Command Central
Monte Reid	Dale
	Harioken
	Dauntless
	+ Additional
TIM EARL	Frederick Hudson
	Benito Chavez
	Chip
	Courageous
	+ Additional

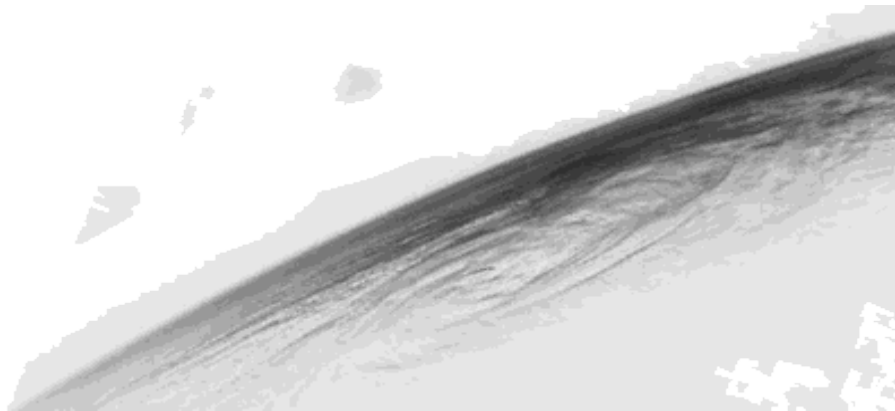
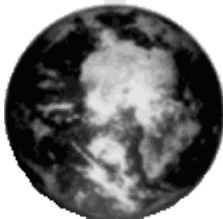
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A big hug to Caroline for her beautiful voice. BenjaminF, Kurt, Alex, CJ, Galmin and Scott for acting out wild and giving **The Outforce** the proper attitude.

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Our beloved publishers, Pan Interactive Publishing, for giving us the chance.



BUILDING TREES

Human

Central

Builds

Towship

MCU

Builds

UCM

Solar Plant

Metal Plant

Extractor

Adv. Radar

Light Laser

Light Missile

Metal Fence

Builds

MCU

Adv. MCU

Drone

Eagle

Hawk

Predator

RCU

Towship

Scout

Builds

Adv. UCM

Fusion Plant

Adv. Extractor

Heavy Laser

Homing Missile

Riot Guard

Laser Fence

Ph. UCM

Builds

Ph. MCU

Wasp

Jammer

Builds

Adv. MCU

Predator

Raptor

Minotaur

Centaur

Kamikaze

Builds

UCM

Adv. Radar

Metal Fence

A/M Plant

Ph. UCM

Warp Station

Turbine Laser

Assault Module

Nemesis

Warp Disrupter

Gobin

Root Core

Builds

Puller

Seed Pod

Builds

Synthesor

Solar Emo

Decomposer

Distillator

Adv. Radar

Light Laser

Light Missile

Hedge

Builds

Seed Pod

Adv. Seed Pod

Razor Fish

Gerdla

Jandrow

Zidra

Reaper

Puller

Seer

Builds

Adv. Synthesor

Photosyn Emo

Adv. Distillator

Heavy Laser

Missile Launcher

Neutron Weapon

Adv. Hedge

Ph. Synthesor

Builds

Builds

Adv. Seed Pod

Zidra

Onath

Intoroth

Wontar

Cherryflower

Ph. Seed Pod

Chameleon

Jammer

Builds

Synthesor

Adv. Radar

Hedge

A/M Emo

Ph. Synthesor

Warp Hive

Turbine Laser

Flash Bot

Genesis

Warp Jammer

Crion

Processor **Builds**

Dragster

Assembler **Builds**

Producer **Builds**

Photon Muster

Decomposer Assembler

Cleanser Adv. Assembler **Builds**

Extractor Tixer

Adv. Radar Djexo Adv. Producer **Builds**

Light Laser Zadorec Fusion Node

Light Missile Evron Adv. Extractor Adv. Assembler

Gatherer Heavy Laser Evron

Dragster Missile Launcher Litter

Infiltrator Pestilence Kegger

Adv Barrier Loctor

Ph. Producer **Builds** Martyr

Ph. Assembler **Builds**

Knave

Spoofers Producer

Adv. Radar

Barrier

A/M Node

Ph. Producer

Warp Portal

Turbine Laser

Obelisk

Armageddon

Warp Inhibitor

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