

War on Folvos

MANUAL

INTRODUCTION

War on Folvos is turn-based strategy game enacted in the fictive world of future where people colonized many planets. Game story describes fight for the Folvos planet. Game course is more swift than in comparable games even though the game is played in turns. There are no complicated rules which would restrain your play time and you are not stressed by the time like in real-time strategy games. This combination grants you only the pure fun.

STORY

Folvos is one of the least developed planets in the sector; small and primarily covered by desert, it is served by a mere two spaceports. The vast majority of the citizens of the Folvos Republic live in the northern-most areas, which are covered by dense vegetation.

Some citizens however, are forced to live among the harsh desert conditions, and as a result find themselves under constant threat from gunmen and smugglers.

Fighting for their lives, certain factions of the Folvos Republic have been forced to form groups of warriors, the so-called Ramushaks, in order to ensure not only their safety, but their very survival. Frequent conflicts between Ramushaks and local pirates have little to salvage the sullied reputation Folvos earned itself in recent years.

However, the Vasgalan Empire has begun to show considerable interest in this otherwise-forgettable little planet. With a grip that extends over four planets, Emperor Alfred Vasgalan II has found himself a popular, if extreme ruler. Though starved of basic freedoms, his people believe him to be just and fair, and support his charismatic drive for progress.

One of the most fierce opponents of the Empire is the Surolak Republic, the most prolific weapon producers in the known galaxy. Their weapons form one of the most stable parts of the otherwise fragile Folvos economy, which makes the Vasgalan Empire's interest in the tiny colony all the more worrisome.

On a recent research mission to Folvos, Vasgalan scientists uncovered a new anomalous material with many strange properties, including energy manipulation. They christened it "Refunium".

Seizing the opportunity to claim this new energy source as their own, the Vagalans rallied their troops for a hard and fast strike on Folvos under the assumption that Refunium was exclusive to this one, tiny planet.

Attempts to claim Folvos as the Empire's fifth planet met with little resistance; at the eleventh hour, diplomats managed to secure a non-aggression pact with the Surolaks while persuading the Folvos government to assimilate with the Empire.

It is an unstable and unholy alliance. Now, nothing stands in the way the Vasgalans peaceful occupation of Folvos, pioneered by young Duke Albert Vasgalan, the Emperor 's own son.

Unbeknown to him, a rebel army is forming in the shadows of Folvos, thirsty for independence.

War is inevitable...

GAME RULES

The game has tutorial which explains basic rules and game controls. This section is intended primarily for beginners or for those who want to be more familiar with rules of the turn-based system. Basis of the game consists in handling of military units on the battlefield. Number of units in each mission is limited so you have to choose a right strategy to defeat your enemies.

BATTLEFIELD

Battlefield is divided into hexagonal fields like honeycomb simply called hexes. Each hex represents different part of the battlefield. It can be an insignificant plain but also important city. Hexes also vary in their terrain. Terrain plays important role because it can affect movement or combat abilities of units, especially those which operate on ground.

UNITS

Units are divided into ground and air. Ground units move by land and many of their attributes are affected by terrain. On the other hand, air units fly over the ground and their movement is much faster. Only single unit of its kind can occupy single hex. However, ground and air units can share the same hex, because they operate in different levels. Units perform various duties on the battlefield depending on its attributes. You have to familiarize with each unit in order to be successful commander.

SIGHT

Most of the battlefield is folded in fog of war because units have limited sight range. Enemy units which are in sight are visible but rest of them are hidden. Sight range is one of the unit attributes and can be reduced by terrain obstacles. Units with long sight range are especially suitable for reconnaissance of the battlefield. Remember that first step in defeating your enemy is revealing his position.

URNS

Play time is divided into turns. You and your opponents (computer) take turns like in the board games. Your opponents stand idle during your turn and contrariwise during your opponents turn you stay and watch what they do. During your turn you can give various commands to your units. Each command is performed immediately. Your turn is not limited by time but is limited by number of commands which your units can perform during single turn. You can end-up your turn anytime even if you don't spend all action points.

ACTION POINTS

Unit has two action points at disposal during turn. Unit spends one action point per each performed command. This means that each unit can perform maximum of two commands in

single turn. Good planning is often important in battles. It's up to you whether you will give right commands to your units in right moment. It is wise to spend all action points that unit has at disposal, because saved points are virtually lost time. It is basically as if unit was standing idle. Action points will be restored at the beginning of each turn and unit can perform other commands then.

MOVEMENT

Almost all units can move over the battlefield. It is most frequent command that you will give to your units. Unit can change its position only to another hex in movement range. Range is dependent upon unit attributes and in case of ground units also upon terrain along the move path. Each movement of the unit spends one action point.

ATTACK

If an enemy unit is situated in your unit firing range it is possible to perform attack on it. Firing range and attack strength of the unit is dependant upon its attributes. Defensive abilities of target unit play also important role in determination of the final damage. Target unit will take damage during attack and that will negatively influence its attack abilities. Enemy unit cannot directly react to your attack during your turn. If damage reaches critical amount entire unit will be destroyed. Destroying an enemy units is key to reach victory. Remember that for performing attack you not only need free action point but also ammunition. Ammunition reserve decreases on each attack so sometimes unit will need to resupply its ammunition.

REPAIR

It is common that your units take damage if fights. There is a possibility of repair for that cases. Damaged unit which you are planing to repair has to have free action point and must standing near a supply unit. Air units have to stand near airport. If this conditions are met than you can give repair command. Only quarter of damage will be repaired. Heavily damaged units will need to repeat this process more times to regain full health status.

RESUPPLY

Different types of units have different reserves of ammunition. Ammunition will deplete sooner or later during fights and unit will need to resupply its reserves. There are the same rules for resupply as for repair. Ammunition will be filled up to maximum during resupply command.

LOCATIONS

There are various location on the battlefield for example towns and airports. Locations are either under your control or under control of your enemies. Some locations have strategic importance and you will often have to capture enemy locations in order to achieve victory. You manage that by moving any of your ground units to hex where location is situated. However, enemy locations are usually guarded so you will be forced to destroy enemy guarding unit first.

OBJECTIVES

In each mission you have assigned objectives that must be accomplished. You will get some of them at the beginning of mission others can appear during mission. Objective can be for example capturing an important city or destroying some of enemy units. In general objectives are divided to primary and secondary. Primary objectives are obligatory and you must accomplish all of them to achieve victory. Secondary objectives are optional but if you accomplish any of them you will gain various advantages.

GAME CONTROLS

The game is controlled by keyboard and mouse. You can see brief description of controls at any time during game by pressing F1 key. This section describes control of each part of the game.

MAIN MENU

Main menu shows after launch of the game and contains these items:

CONTINUE - is used to continue playing from the point where you left playing last time. This item is available only when you already played the game before.

NEW GAME - is used to begin playing new game. Available campaigns will show up on the right after clicking the button. Select one of the three campaigns then click on BEGIN button.

LOAD GAME - is used to load previously played game. List of saved positions will show up on the right after clicking the button. There are ten positions by default but you can click only on those that was previously used to save game. Game will be loaded immediately after clicking on the desired position.

OPTIONS - is used to change various game options. Options menu will show up on the right after clicking on the button. This menu contains following items:

DIFFICULTY - is used to change game difficulty. You can choose from tree levels of difficulty. This option can be changed anytime during play and game difficulty will change to desired level immediately.

UNITS MOVEMENT - is used to change speed of units movement. This option has no impact on game rules or difficulty. It simply changes animation speed of moving units so that game might be more swift.

AUTO-SELECT NEXT UNIT - is used to enable automatic selection of next unit after current one has spent all of its action points.

EFFECT VOLUME - is used to adjust loudness of sound effects.

MUSIC VOLUME - is used to adjust loudness of music.

MOUSE SENSITIVITY - is used to adjust mouse cursor speed.

RENDER DAMAGE - set to disabled if you experience graphical issues (e.g. random disappearing of units).

AUTHORS - is used to display information about authors of the game. List of authors will show up on the right after clicking on the button.

QUIT - is used to quit playing the game. The game will terminate and control will be returned to operating system after clicking on the button. Alternatively you can quit game anytime using standard keyboard shortcut Alt+F4.

MISSION MENU

This menu shows when you press key Esc during playing a mission. Some items are the same as in main menu but there are some which are specific for playing mission:

SAVE GAME - is used to save currently played game. List of available positions will show up on the right after clicking the button. There are ten position by default numbered from one to ten. You can choose any of them to save game. After you click on desired position input

cursor will appear on that button and you will be able to type in name of that position. Name will help you to identify that position later when you will want to load game. After you type in name you should press Enter key to perform actual saving. Pressing Esc key during typing name cancels entire save operation.

LOAD GAME - is used to load previously played game. This item has same functionality as in main menu.

RESTART - is used to restart currently played mission. Mission will be started from the beginning after clicking on the button and confirming operation. This option is useful in case when you will make serious strategic mistake and you will require to start playing current mission from beginning again.

OPTIONS - is used to change various game options. This item has same functionality as in main menu.

EXIT - is used to exit to main menu. You will end-up playing current mission and control will be switched to main menu after clicking on the button and confirming operation. Remember that you have to save current game before you leave to main menu if you want continue in playing later!

BATTLEFIELD VIEW AND MAP

Battlefield is showed in 3D space and its surface vary in height and terrain. There are all important locations and units situated on the surface. Battlefield is divided into hexes and you can see their boundaries if you press keyboard shortcut Ctrl+G. You can see only small part of the battlefield in one time because it is relatively large. You can scroll current viewport by keyboard arrow keys or by positioning mouse cursor to the edge of screen. You can also show small map of the battlefield by pressing M key or by clicking on the rightmost button with blue compass on the control panel. There are all important location and units displayed on the map as symbols. Location are displayed as circles, ground units as quads and air units as triangles. Each symbol has color according to its side.

UNITS VIEW

If you point the mouse cursor over any unit on the battlefield, its name, picture and side will show up on the left side of the control panel. Also health indicator which indicates current damage status will show up over unit itself. You can press and hold Alt key to see damage status of all visible units. There is small colored stripe nearside health indicator which shows color of the unit side. There are also showed action points as small blue circles on the left below health indicator and low ammunition warning on the right below it. Action points and low ammunition warning are showed only for your units.

UNITS CONTROL

You have to first select one of your units in order to control it. Only one unit can be selected at the same time. Unit will be selected by left mouse click on it. Informations about selected unit are displayed on the right side of the control panel. While unit is selected and has free action points you can give it these commands:

MOVEMENT - all hexes where unit can move are marked green. Click left mouse button on target hex and unit will immediately move there.

ATTACK - enemy units which are in firing range are marked red. Click left mouse button on target unit and attack will be performed immediately. Amount of damage that target unit will suffer is showed as red stripe above its health indicator.

REPAIR - if unit is damaged and there is a supply unit on adjacent hex, click on spanner icon on the control panel and repair will be performed immediately.

RESUPPLY - if unit has reduced ammunition reserves and there is a supply unit on adjacent hex, click on bullets icon on the control panel and ammunition resupply will be performed immediately.

UNITS ATTRIBUTES

You can view detailed information about any unit by right clicking on it. Unit description window contains name of the unit, its picture, brief descriptive text and all attributes displayed as icons and values. Description of any attribute will be shown if you hold cursor over its icon for a while. All attributes are expressed as single value except attack. Attack attributes has two values, the first means attack strength and the second means firing range.

OBJECTIVES VIEW

Assigned objectives are shown at the top edge of screen from time to time. Complete list of the objectives can be shown together with battlefield map. How to show battlefield map window was described therein before.