MANUAL

GEMINIWARS

EPILEPSY WARNING

Please read this caution before you or your child play a videogame: Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some videogames. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of videogames by their children. If you or your child experiences any of the following symptoms while playing a videogame: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

Standard Precautions When Playing Videogames:
• Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
• Play video games on a small screen (preferably).
• Avoid playing if you are tired.
• Make sure that the room in which you are playing is well lit.
• Rest for a period of 10 to 15 minutes for every hour you play a videogame.

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GETTING STARTED

MINIMUM REQUIREMENTS:
PC: Windows® XP/Windows Vista®/ Windows® 7 with DirectX® 9.0c
Processor: 2.6 GHz Pentium® IV or equivalent
Memory: 2 GB Ram
Video: 128 MB PCIe NVIDIA® Geforce® 6600 GT

Mac: Mac® OS 10.5.8, 10.6.2 or newer
Processor: Intel® Processor
Memory: 2 GB Ram
Video: NVIDIA® Geforce® 8600M GT

RECOMMENDED SPECIFICATIONS:
PC: Windows Vista ®/Windows® 7
Processor: Dual Core 2.4Ghz Processor
Memory: 4 GB Ram
Video: 512 MB NVIDIA® Geforce 8800 GTX

Mac: Mac ® OS 10.5.8
Processor: Intel ® Core 2 Duo Processor
Memory: 4 GB system RAM
Video: NVIDIA® Geforce® 9600M GT

ALL PLATFORMS:
• 2 GB available HD space
• DVD-ROM drive
• Broadband internet connection
• 1024x728 minimum display resolution

PC Installation instructions:
Place the *Gemini Wars* into your DVD-ROM drive.
If your computer has AutoPlay enabled, an installation window will automatically pop up on your Windows desktop.
Left-click the "Install Gemini Wars" button and follow the onscreen instructions to install Gemini Wars on your hard drive.
If the installation window does not appear, double-click the My Computer icon on your desktop, and then double-click the drive letter corresponding to your DVD-ROM drive to open its contents.
Double-click the install.exe in the DVD-ROM contents and follow the onscreen instructions to install Gemini Wars.

Mac installation instructions:
Place the Gemini Wars DVD into your DVD-ROM drive. Double-click the Gemini Wars DVD icon, and then double-click the installer application to copy the required game files to your hard drive.

HOW IT BEGAN

In the second half of the 21st century, there was a worldwide rush in space exploration.New power sources and ship engines were developed, which finally enabled men to reach for the stars.

By the end of the 21st century, there were already bases and space stations in the solar system, and scout ships exploring other systems.

In 2109, the Omega sector was found – an inhabitable area with multiple mineral rich worlds.

Millions flocked to the Omega sector and built colonies, cities and new industries.

Attracted by this new land of opportunity, many powerful corporations set their headquarters on the thriving Omega sector.
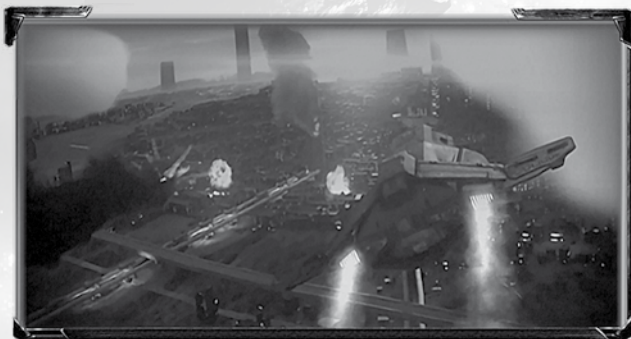

By then a small military-police force, called the Earth Defense Force (EDF), patrolled the borders and escorted some convoys between worlds, protecting them from pirate attacks.
Most of the security was done by private contractors, who grew richer and more powerful with the colonization of the Omega sector.

The 5 biggest private defense corporations in the Omega sector (Azima, Neotech Arms, Black Spade, GalSec and Uxmay) formed one group called Omega Tech. Omega Tech quickly became the biggest paramilitary force in space. More powerful than the Earth Defense Force itself.

In 2128 there were discussions on Earth about creating a united military fleet which would replace the EDF. Although everyone agreed that the EDF was unable to patrol and protect every colony and planet from pirates and bandits, Earth's nations didn't see a point in joining their limited space forces.

Years later, the first voices about independence in the Omega sector were heard.The year was 2161, and a young miner born on Omega Prime - Vadim Mitzai - rallied thousands with his speech against Earth's founding fathers. He demanded independence for the Omega Sector.

10 years later Vadim Mitzai had millions of followers, ready to fight for independence.
Tensions were rising between the Omega sector and Earth.
In the year of 2171, Mitzai was mysteriously murdered.
His supporters accused Earth of involvement.
In 2172, the Omega sector declared independence. With the support of Omega Tech - a consortium of the five biggest military contractors based on Omega – there were a few raids on EDF ships based on the Omega sector.

The new independent worlds called themselves the Alliance of Free Worlds. Earth aligned world leaders met, and discussed the urgent need of a new system. Times were changing, and there was now a new player on the field, backed by a strong military arm.
In that same year, Earth's nations and supporting colonies created the United Space Federation (USF). The EDF was disbanded, and the United Space Federation Fleet (USFF) was born.

The USFF was a true military force, with a huge budget and thousands of recruits coming from all Earth's aligned worlds.

Worlds that didn't have a unified voice ended in civil war. The Alliance of Free Worlds sent their forces to back up their supporters in these worlds. The United Space Federation did the same.

Small skirmishes and battles were happening all over the human worlds. USF and Alliance armies built up their forces, speeding up the construction of new ships and the recruitment of new soldiers.

In March 2175, war started on the Ozima world, in the Gemini sector. Ozima was an Earth like world, very rich and prosperous. Both sides saw the strategic value of it, and sent ships and troops to aid their supporters.

In October of 2175, contact was lost with Ozima. All ships, troops and population were being exterminated in massive planetary bombardments.

Both sides accused each other of mass murder, and an all-out war was declared between the USF and the Alliance of Free Worlds.

FACTIONS

United Space Federation:
When new worlds were colonized and spaceship production was massified, anyone with money could have access to a spaceship.

With transport ships traveling great distances between worlds, an opportunity appeared for organized criminals.
Transports and convoys were constantly attacked and robbed, and new groups of criminals and pirates appeared every day.
Unable to fight the rising groups of criminals on their own, in the vast regions of space, Earth's leaders saw the need to create a paramilitary police force, which could have full jurisdiction to fight piracy. Based on Earth, the first united space military branch was created: Earth Defense Force (EDF).

EDF was composed mainly of small corvettes and frigates, ships that could act and deploy quickly to any region of space.

When the Omega system declared independence from Earth's control in 2172, creating the Alliance of Free Worlds, Earth's leaders again saw the need to unite forces, this time in one single government.
In that same year, the treaty of London was signed and the United Space Federation created.

All space military would unite under one single powerful branch with ships and men from all nations. EDF was disbanded and its members transferred to the United Space Federation Fleet.

With recruits coming from centuries-old military academies on Earth, and combining the power of many nations, the USF currently has an impressive military both in space and on the ground.

Alliance of Free Worlds
The Omega sector was the second region of space to be colonized by Earth. Its mineral rich and habitable planets quickly made it a desirable destination for many. The almost perfect conditions attracted millions who flocked to Omega to start a new life. This led to an impressive growth in that region.

The lack of support from EDF led to the establishment of private military contractors, who transferred their headquarters to Omega. These military contractors quickly grew from suppliers to strong paramilitary forces.

Impressive as Omega was, it was still a group of Earth's colonies. As new generations were born on Omega, so were the thoughts of independence. The new generations didn't understand and accept why they should pay taxes to benefit Earth, or even obey Earth's laws and governments.

In 2161, a young miner born on Omega Prime called Vadim Mitzai, rallied thousands with his speech against Earth's founding fathers. He demanded that the Omega sector should have an independent government. 0 years later Vadim Mitzai had millions of followers ready to fight for independence. Tensions rose between the Omega sector and Earth. In the year of 2171, Mitzai was mysteriously murdered.

His supporters accused Earth of involvement. In 2172, the Omega sector declared independence. With the support of Omega Tech - a consortium of the five biggest military contractors based on Omega – there were a few raids on EDF ships stationed on Omega. The new independent worlds called themselves the Alliance of Free Worlds.

The Alliance doesn't share a government or set of laws; each of the worlds has its own government. They do share the military resources into one single military force – the Alliance fleet.

Composed of eagerly recruits willing to fight for their home, and backed up by Omega Tech – by now the most powerful and advanced military contractor that has ever existed - the Alliance fleet is a force to be reckoned with.

Gark
The Gark are a mysterious race who has remained unannounced until now. Their origin and motives are unclear, as all attempts to contact them have proven futile.

GAME USER INTERFACE:

The strategic display contains important and relevant information. On the top left are located the mission objectives (1).

On the top right are located the available resources: crystals (2), research units (3) and unit cap (4). And on the right of the screen are located the Strategic Map button (5), Battle camera (6) and the Research button (7).

The Strategic Map button will focus the camera on the current theater of war. Battle Camera will fly around between ships engaged in combat. The Research button opens the tech tree, where new technologies can be researched. A Research station is required to enter the tech tree.

When a ship is selected, its information is displayed on the bottom left. The unit panel contains the class of the ship, the hull and shield strength, speed and weapons. Smaller ships only have one main cannon; bigger ships have additional weapons.

The panel also contains the crew size of the ship (it can drop to zero in combat, disabling the ship) and its experience. Experienced crews are represented by the « symbol, ranging from 1 to 5. The more experienced the crew, the more damage the ship will deal.

SPACE STATIONS:
There are several space structures available for construction, but the most important are the Mining Stations and the Military Stations.

Mining Stations are required to extract and refine crystals from asteroid fields.
This type of structure has no defense capability and can only be built on asteroid fields.

Military Stations are very important strategic assets. Besides supplying personnel to the fleet and increasing the unit cap, these stations also have a small dock where Frigate class ships can be built. Damaged ships stationed nearby will also be repaired.

Military Stations can only be built on planetary bodies like planets, moons or large asteroids. They're also required to build other smaller structures like shipyards, shield generators or Research Stations.

Research Stations are support structures that generate research points and unlock the tech tree. When the tech tree is unlocked, new technologies and upgrades can be researched.

PLANETARY BASES
Planetary bases accommodate civilian and military personnel, and can be built on planets. Besides adding to the unit cap, they also support the construction of 5 Battleships. Planetary bases expand over time, and can be upgraded with shields and defensive weapons. Before launching an invasion, the shields and weapons of a base must be destroyed.

RESEARCH

When a Research station is built, the technology tree can be accessed by clicking on the *Research* button. The technology tree shows all available tech; what projects can be researched and the cost to do it:

MOVING BETWEEN STAR SYSTEMS

In multiple star system maps, ships are able to jump between systems; each system has at least one wormhole that connects to another system. To be able to use the wormhole connection, a Stargate needs to be built. These massive structures allow allied ships to use the wormhole's energy and jump to another system.

A Stargate only works as a one way trip though; for the ships to return, another Stargate needs to be built on the second system.

KEYS AND CONTROLS:

General:

H	Strategic Map / Zoom out
G	Match speed for selected ships
C	Enable Battlecamera
F	Enable "follow" camera
F10	Options

Military Station:
(turret construction also applies to Mining stations)

M	Build heavy turret
N	Build light turret
L	Build shield generator
K	Build Long Range Plasma Cannon
V	Build Shipyard

Group selection:

CTRL + number (1 - 9)	Create group [number] (1 - 9)
Number (1 - 9)	Select group [number] (1 - 9)
Shift + click	Select all ships of the same class

TECHNICAL SUPPORT

If you encounter a software problem when installing or playing the game and the particular solution could not be found in this manual, or solved by updating your computer with the latest audio or video drivers, we strongly advise that you visit our website at http://www.iceberg-interactive.com to download the latest patches or updates, or visit the official forums from the developer where in most cases known issues are listed. if the solution to the problem is not listed on the official game website or it's forums, please email us at: support@iceberg-interactive.com

When contacting us, please be sure to include:
• The exact title of the game
• A brief description of the problem. (e.g. my game crashed after reaching level x or picking up object Y)
• The hardware configuration of your computer.

Note: in order to give any support we require a Direct X Diagnostic-report for this purpose. We can't guarantee a reply if the DXDIAG file is missing.
To generate a DXDIAG file. Please follow these steps:
• From de desktop click on Start > Run, (search on Windows 7) type "DXDIAG: and press OK).
• Start and wait for the program to finish and click "save all info" to copy all hardware info to a .txt file. Please email the generated DXDIAG file to our support desk.

Note: Please do NOT e-mail us using a Hotmail or Yahoo e-mail address. Hotmail and Yahoo automatically filter out (and delete) our replies, making it hard for us to get in touch. If you don't have any other accounts than Hotmail or Yahoo, then please check your "unwanted items" or "spam" folder regular or ads the domain@iceberg-interactive.com to my 'safe senders' list in order to minimize the risk losing our response.

CREDITS

This Game is entirely a work of fiction. The names, characters, and incidents portrayed in it are the work of the developers imaginations. Any resemblance to actual persons, living or dead, events, or localities is entirely coincidental.

CAMEL 101

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