

Shadow Vault



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INSTALLATION

1. Put the installation CD-ROM of Shadow Vault into your CD drive.
2. Launching the installer:
If your computer supports auto-run, the installer menu will appear on the screen.
If your computer doesn't support auto-run click the 'My Computer' icon on your desktop. Then click the CD-ROM drive icon. Clicking the file 'install.exe' will launch the installer.
3. To start the installation process choose the 'INSTALL' option
4. Follow the instructions of the installation software
5. After the installation is finished, start the game by clicking 'PLAY GAME'

RUNNING SHADOW VAULT

Put the Shadow Vault CD into your CD-ROM drive. Click the game icon on the desktop or choose 'Play Shadow Vault' form the Start menu.

SYSTEM REQUIREMENTS

Minimum Requirements:

- Windows 98/2000/Me/XP
- Pentium 500MHz
- 128MB RAM
- 16MB graphics card with 3D acceleration
- Windows compatible sound card
- 600MB of hard drive space
- 8X CDROM
- Mouse & Keyboard

Recommended Requirements:

- Windows 98/2000/Me/XP
- Pentium 1.0 GHz
- 256MB RAM
- 32MB graphics card with 3D acceleration
- Windows compatible sound card
- 900MB of hard drive space
- 24X CDROM
- Mouse & Keyboard

MULTIPLAYER SUPPORT

Multiplayer game requires an active network connection through TCP/IP or IPX/SPX.



MAIN MENU

NEW	Start a new game.
LOAD	Load previous game.
SAVE	Save game.
MULTIPLAYER	Create or join a multiplayer session.
RESUME	Return to the game.
OPTIONS	Set game options.
CREDITS	Show names of the authors of Shadow Vault.

Options Settings

Resolution

Sets the graphical mode of the game. After changing the resolution, you need to restart the game.

Music volume

Use slider to adjust music volume (left = min, right = max).

Sounds volume

Use slider to adjust sound volume (left = min, right = max).

Speech volume

Use slider to adjust speech volume (left = min, right = max).

Movement speed

Adjust movement speed of units (left = min, right = max)

Difficulty

Difficulty level can be changed anytime during the game. Shift the slider to the left if you find Shadow Vault too tough or to the right if you prefer it to be harder.

Advanced Settings

Confirm end of turn

If the checkbox is marked, you need to confirm the end of each turn a second time.

Allow actions in auto-combat

If the checkbox is marked, character's resources will be used during automatic combat. The player loses control over his unit's resources this way. If not marked, player's units will not use any special actions during automatic close combat.

The prohibited use of special actions concerns only player's units. It has no effect on computer controlled opponents.



Automatic close combat

If the checkbox is marked (default), close combat will be automatic. The player loses his ability to decide about units' actions until the end of the combat.

Instant corpse disappearance

If the checkbox is marked, enemy bodies will disappear after a short while (they "sink" into the ground). We recommend you to leave this option on in order to make the game more transparent and to increase playability.

Per pixel selection

If the checkbox is marked, units will be selected by clicking on any part of their body. If not marked, they will only be selectable by clicking the square they are standing on (their feet).

Alternative controls

The player has two options of controlling his units. Both of them are discussed in the "Character controls" section.

Highlight units behind objects

If the checkbox is marked, units behind large objects (buildings, trees...) will be highlighted in order to not overlook them accidentally.

Multiplayer

Shadow Vault supports multiplayer over LAN for 2 to 4 players, depending on the selected game map.

Choosing the protocol

Multiplayer game requires an active network connection through TCP/IP or IPX/SPX.

Please choose a protocol supported by your network. After standard network installation, TCP/IP protocol is being configured. If you are not sure which protocol your network uses for communication, choose TCP/IP first. In case the game gives you an error message, choose the IPX/SPX protocol. If the program doesn't recognize this protocol as well, contact your network administrator or seek professional help.

Session

One computer has to create a game (server) that all the others can join. You create a game by clicking the CREATE button. As soon as the server is ready, players can sign up by clicking the JOIN button.

Create New Session

After installation, Shadow Vault has 10 multiplayer maps at disposal. Each one has its own unique objective and rules. No two maps are the same in content.



- **Domination**
Number of players: 3
Players: Alliance, New Dawn, Contingent
Objectives: Gain 50 points of prestige. The player who controls no units, loses.
Rules: There are 8 flags on the map. For each flag you control at the beginning of your turn you get 1 point of prestige. A flag can be re-colored only from its nearest proximity. Dead units are re-spawned every 4 turns and they lose all their experience (unless stated otherwise).
- **Mountain Base / Retreat**
Number of players: 4
Players: mjr. Zuzka, gen.Draw, dr.Black, Contingent
Objectives: Evacuate Steel Heaven or prevent its evacuation.
Rules: Get as many units to the extraction zone as possible. The player who evacuates the most units (gains the biggest amount of prestige), wins. Player 4 (Contingent) wins if he manages to kill the three enemy commanders (general Draw, dr. Black and mjr. Zuzka). For killing the Contingent commander, a player gains 3 extra points of prestige.
- **Bombing Run**
Number of players: 2
Players: Alliance, New Dawn
Objectives: Place explosives on the train or fight off New Dawn.
Rules: None.
- **Animal Race**
Number of players: 4
Players: Dog, dved, rat, oskura
Objectives: Win the race.
Rules: Whoever finishes 5 laps as the first one, wins. During the first two laps, it is prohibited to fight. Afterwards, everything is permitted. Killed units are re-spawned at the starting position and have to run the whole lap again.
- **V.I.P.**
Number of players: 2
Players: gen.A.W.Draw, Contingent
Objectives: General must protect a V.I.P. scientist. Contingent's mission is to kill him.
Rules: None.



- **Orkist / Defending Base**
Number of players: 2
Players: Alliance, Contingent
Objectives: Alliance should hold at least one building. Contingent must occupy all buildings.
Rules: Resources of player 1 are very limited. Alliance has a constant number of units while Contingent has a steady supply of reinforcements (area of their arrival will be highlighted one turn ahead). Player 1 wins if he manages to keep at least one building under his control for 15 turns.
- **Ozziah's End**
Number of players: 3
Players: Seer Ozziah, Commander Sung, Desperado
Objectives: Find and kill Seer Ozziah.
Rules: Ozziah betrayed. His existence is no longer eligible, extermination is inevitable. The area is crossed by an unofficial borderline between Contingent and the Alliance. Execution has to be performed before too many reinforcements join Ozziah.
- **City of Salvat / Face Off**
Number of players: 2
Players: mjr. Zuzka, Axpon Vitu
Objectives: Mjr. Zuzka must find and kill Axapon Vitu and vice versa.
Rules: There are two medics on the battlefield. Both of the players can use their service. Inside the buildings you can buy equipment, receive training or replenish ammunition supplies.
- **Cooperation / Invasion**
Number of players: 2
Players: Casino, Hotel
Objectives: Defend the hotel.
Rules: Invasion will take 20 turns. Both players have to defend opponent's building (casino or hotel) and a cabin between the casino and the hotel. There is a secret entrance inside and Contingent knows about it. For every killed enemy you gain 10 points of prestige. For every unit you lose inside of your protection zone (highlighted area) you lose 30 points of prestige. If you manage to defend the opponent's building, the player with the highest prestige wins.
There are bonus places on the map where the player can obtain another points of prestige. Points for killed enemies are added only at the beginning of your next turn. Killed units are re-spawned in front of your building, all of them return to second level of experience. Gaining a unit this way costs you 10 points of prestige. No more than two units can be re-spawned during a turn.



- **Maze**
Number of players: 2
Players: Rat, Contingent
Objectives: Find cheese or kill the rat.
Rules: Way to the cheese is the way out of the labyrinth. Watch out for the enemies!

Join Game

Select the game you want to join and click the JOIN button. Game description includes the number of sides that will oppose each other and the number of connected players. Only as many players can join a game as many sides there is, the rest will become spectators.

Starting the game

As soon as all the connected players choose their sides, the server can start the game. In case there are some sides left, with no human player selecting them, artificial intelligence will take control over these sides.

GAME INTERFACE

CONTROL PANEL

Control panel is in the lower right corner of the screen. The panel consists of four buttons:



END OF TURN

Player ends his turn by clicking the clock icon. He can continue the game only after all of his opponents finish their turns.



NEXT GROUP WITH APS

By clicking this button the game selects the next unit that has enough Action Points (APs) to perform an action (movement, shooting a gun...).



JOURNAL

While playing Shadow Vault the player can find himself "lost"; he doesn't know what to do next. In situations like this, he should consult his journal where all the important occurrences are automatically written. It consists of three parts: list of player's "targets", list of "quests" for individual characters and a complete transcription of all dialogues.



RETURN TO MAIN MENU

By clicking the icon "POWER" or pressing the ESC key the player returns to the game's main menu.



Each one is described by an intuitive hint.

KEY SHORTCUTS FOR THE CONTROL PANEL

"End of turn"	[ENTER NUM7]
"Next group with APs"	[NUM+ NUM9]
"Journal"	[D NUM2]
"Main menu"	[ESC NUM5]



MINIMAP

Minimap is situated in the lower left corner of the screen.

Moving the rectangle inside the map moves the main screen across the surface. Next to the minimap there are also several icons; the first one displays an amount of player's prestige

(icon of a star), the next displays the number of the player that's on turn (icon of a character) and the number of actual turn. Under these icons there is a less noticeable switch that switches between the two modes of the minimap.



PLAYER'S PRESTIGE

For each completed mission or scenario task the player gains (or loses) prestige. The more prestige he manages to gain the more willing the citizens offer equipment (training) for his units. Prestige counts as a means of payment in the game. The player should handle it carefully because its amount is limited throughout the game.



PLAYER ON TURN

Displays the number of player who's turn it is currently.



ACTUAL TURN

Displays the number of actual turn.

MAP MODES

Map can be used in two modes: With a miniature of the whole playing surface in the background (it is harder to differentiate the position of individual units) or without it.



SELECTED UNIT INTERFACE



Next to the map there is a simple description of the selected unit. It consists of a portrait, a name and two columns.

ACTION POINTS

First column represents the quantity of action points. Action points are used for movement, action usage (shooting, healing), attacking, etc. If they run out, the character cannot be controlled until the beginning of the next turn.

SUPPLIES

The second column represents the quantity of supplies. How many times the character can shoot / throw a grenade / heal / etc. depends on the amount of supplies. Most units have to replenish their supplies regularly (in buildings, from crates...) hence it is wise to always reconsider the option of getting rid of the enemy in close combat first (close combat is discussed in a separate chapter).

DAMAGE

The amount of unit's damage is represented by a red filter overlaying its portrait. As soon as it reaches the top of the portrait (health drops to zero), the character dies.

UNIT / CHARACTER NAME

Character's name can be changed by double-clicking the label underneath the portrait. The only exception to this is the main heroes (characters that must not die during the game).

STATISTICS, ABILITIES AND GEAR



Clicking the right mouse button on the portrait displays a table with character statistics. It is divided into three parts: Abilities, learned skills and bought gear. Abilities and inventory are displayed as icons. Detailed information can be obtained in hints, when you hold the cursor upon an icon for a while.

LEVEL

Levels are increased when a unit gains enough experience. The higher the level, the stronger, quicker and more resistant a unit becomes. More experienced units have more actions at their disposal, they can buy better equipment and they can be trained in advanced techniques. Amount of experience needed for level-up depends on the type of unit.

EXPERIENCE

Unit gains experience for using actions, killing (damaging) opponents and for completing scenario objectives and missions. The speed of gaining experience depends on the reached level: the higher level the unit is on, the less experience it will gain for killing weaker enemies.

HEALTH

As soon as health reaches zero, the unit dies. Some units are able to regenerate health every turn.

CONCENTRATION

Concentration is stated in percentage. Whether a unit successfully performs a given offensive action (that means whether it hits the target) depends on the concentration. It grows or drops in reliance to the unit's success (failure). If the unit manages to hit his opponent, concentration increases. If it is hit by an opponent, concentration decreases.

SIGHT

Basic sight is influenced by the unit's position (units located on uplands have better vision), the weather and different obstacles (buildings, trees...).

ATTACK / COUNTERATTACK

The outcome of close combats depends on the unit's attack. The higher the number is, the more damage the unit will inflict. If the defender has enough action points, he can respond to the attack during close combat. In this case, counterattack is taken into account instead.

DEFENSE

Defense determines the probability of hitting and the amount of damage the unit obtains in close combat.

ABILITIES / GEAR

During the game, each unit can learn new abilities (buy new equipment). Their nature is determined by the profession and level of experience.



GAME CONTROLS

The player has two options of controlling his units (they can be switched in "Advanced settings" under "Alternative controls"). Both of them have their advantages and disadvantages. It depends on the player to choose the one he/she likes best.

PRIMARY CONTROLS

Selecting units	left mouse button
Deselecting units	right mouse button
Moving units	left mouse button
Interaction with the surroundings	left mouse button

All interaction is performed with the left mouse button as well as selecting units. Before selecting another unit you have to deselect the currently selected one first, using the right mouse button.

ALTERNATIVE CONTROLS

Selecting units	left mouse button
Deselecting units	left mouse button
Moving units	right mouse button
Interaction with the surroundings	right mouse button

Units (objects) are both selected and deselected by clicking the left mouse button. Any interaction (unit moving, attacking, using objects, etc.) is performed by clicking the right mouse button. Alternative controls can be selected in "Advanced settings" under "Alternative controls".

INDIVIDUAL UNITS ACTIONS

Most characters master some "special actions", usually depending on their profession. Their list (in the form of icons) starts above the minimap. You can find their description in a hint that appears when you hold the mouse cursor upon an icon. Clicking the left mouse button on the icon you switch character controls into "action mode". Clicking the right mouse button you switch into "reservation mode".

CHARACTER: ACTION MODE

Each action has its action radius (in some cases it depends on character's level). This action radius is represented by a green field on the playing surface. The action can be used only within this field.



CHARACTER: RESERVATION MODE

Character has his action selected but at the same time he can move on the battlefield. This mode prohibits you to spend more AP then the selected action needs. In reservation mode the color of the footprints is adjusted to suit the needs of the selected action.

GROUP OF UNITS

Some special ("small") units can be grouped together on one square (for example dogs, small automated tanks...) creating a GROUP. One group can consist of at most three units and no more than one of them can be humanoid. Groups are most successful in close combat - a soldier supported by two dogs usually has an advantage towards his lonesome opponent!

Groups can be formed and broken up as desired. By clicking the left mouse button on the unit's portrait the player selects (deselects) the one he wants to move. Unmarked units remain on their places.

The selection of a unit is signaled by a red diode right to the unit's portrait.

CLOSE COMBAT

Close combat can be performed in two different ways: either Automatic or in the Combat Mode. In combat mode, the player has full control over their units (they can even shoot at the opponents) but they will rarely use this feature. After the game installation, the combat mode is turned off. The player can turn it on in "Advanced settings".



The outcome of a close combat depends on the attack of the attacker and the defense of the defender. If the defender has at least 10 action points and he survives the first hit, he can retaliate. In this case, the damage is counted from the defender's counterattack and attacker's defense.

AUTOMATIC CLOSE COMBAT

Automatic close combat is an exact simulation of the combat mode. Units attack and retaliate until any side has enough action points. You cannot retreat from an automatic combat. Automatic close combat cannot be used when occupying buildings!

In the game options you can choose whether your units should use special actions for close combat or not. When this option is on, units will use their resources without notifying the player.



COMBAT MODE

Combat mode is turn-based and each turn consists of two phases. First the attacker and defender both give out orders and then all the units carry them out **AT THE SAME TIME**. The attacker has always the advantage of the first strike. If he doesn't kill his opponent, the defender will have a chance to retaliate. The amount of damage caused by the attacker depends on attack and by the defender on counterattack.

The defending side can have a unit protect another unit (weaker one). Each defender attracts exactly one attacker in this way (the attacker attacks the defender instead of his original target).

BUILDINGS

Buildings offer a safe shelter against the enemies; units inside of them have increased defense in close combat. In some buildings (shops) you can replenish (buy) resources or special equipment. As currency they use points of prestige that the player gains for completing missions and tasks.



The control mask of all buildings consists of three parts: in the lower part there are units, in the middle there is equipment (abilities) that the selected unit can buy (it can be trained in) and in the upper part there is a control panel. [pic. 04_06_building.bmp]

UNITS INSIDE OF A CITY

All units inside of a city are displayed in the lower part of the screen. The interface divides them into three groups: incoming group (to the left), defending group (in the middle) and reserves (to the right). Units entering (leaving) the building can be found in the incoming group. If the player wishes to move away anyone from the defending group or the reserves he has to move his portrait into the incoming group first.

A building can be usually defended by several groups of defenders (in one group there can be at most one humanoid, the rest are supporting units – dogs, mechanical weapons, etc.). Defenders are set by moving unit portraits from the incoming group or the reserves. Clicking on the arrow by the right part of the panel displays all defending groups. Clicking the arrow by the right side of the last panel displays all units in the reserve. Units in reserve do not play any role during the combat. If the opponent manages to occupy the building, they automatically die.



PLAYER'S PRESTIGE

The upper right corner of the screen displays the amount of player prestige.

SUPPLIES AND THE PRICE FOR ONE POINT OF RESOURCES

The amount of available supplies is displayed in the upper left corner of the screen. Underneath, there is the price player has to pay for each point.

EQUIPMENT AND TRAINING

Inside of the buildings, units can replenish their supplies, equipment or they can be trained in new abilities. New equipment and a list of abilities that can be trained inside the building can be found in the middle part of the screen. With each item (ability) there are four parameters stated: price (means of payment is the player's prestige), level of experience, number of action points and name. In order for the selected unit to be able to buy the item all four parameters have to be displayed in gray – the unit has to have enough prestige, experience and action points. In case the name is displayed in green, the unit already owns that item. If it is red, it means the unit cannot own that item (it has no use for it).

JUNCTIONS BETWEEN SCENARIOS



When advancing to the next scenario the player can take only a limited number of units with him. In the left column there are units that finished the last scenario. Moving the portraits into the right column determines which units will continue to the next scenario. [pic. 04_07_transfer.bmp]



ACTIONS

ALLIANCE

HEALING

Healing replenishes health points to the wounded soldiers and animals.

Requirements:

- Level: 1
- Supply Points: 2
- Action Points: 30
- Range: 1

Effect:

- Hit Points: +7

PISTOL

Pistol is the basic equipment of all Alliance officers. It has no effect on mechanical weapons.

Requirements:

- Level: 1
- Supply Points: 1
- Action Points: 10
- Range: 5

Effect:

- Hit Points: -3 (-0.6 per experience level)

ADRENALINE

Adrenaline temporarily increases the attack, counterattack and speed of target unit. It has no effect on mutants and mechanical units.

Requirements:

- Level: 4
- Supply Points: 1
- Action Points: 30
- Range: 1

Effect:

- Action Points: +20 (3 turns)
- Attack: +3 (3 turns)
- Counter-attack: +3 (3 turns)

GUN: SHELL

Gun equipped with a grenade launcher is one of the most wide-spread weapons in the Alliance infantry. One shell causes moderate damage but has no effect on mechanical weapons.

Requirements:

- Level: 1
- Supply Points: 1
- Action Points: 18
- Range: 10

Effect:

- Hit Points: -5 (-0.8 per experience level)

GUN: EXPLOSIVE GRENADE

Explosive grenade causes only light damage, but it is effective even against mechanical weapons. A successful hit damages all units on the selected square.

Requirements:

- Level: 2
- Supply Points: 2
- Action Points: 10
- Range: 6

Effect:

- Hit Points: -5 (-0.2 per experience level)

GUN: BLINDING GRENADE

Blinding grenade slows down and blinds target group for several rounds. Concentration of hit units is decreased to zero. It has no effect on mechanical weapons.

Requirements:

- Level: 4
- Supply Points: 1
- Action Points: 10
- Range: 7

Effect:

- Action Points: -10
- Concentration: -40
- Sight: -10 (3 turns)

REPAIRING

Repairing replenishes mechanical units' resources. If a group consists of several mechanisms, all of them will be repaired.

Requirements:

- Level: 2
- Supply Points: 10
- Action Points: 30
- Range: 1

Effect:

- Hit Points: +5 (+0.33 per experience level)
- Supplies: +10

WAR CRY

War cry decreases the concentration in target group, but affected units gain a bonus to speed. War cry has no effect on mechanical weapons.

Requirements:

- Level: 1
- Action Points: 10
- Range: 5 (+1 per experience level)

Effect:

- Concentration: -20
- Action Points: +10

MACHINEGUN

Every shot from the machinegun causes severe damage to all units in target group. It is effective even against mechanical units.

Requirements:

- Level: 3
- Supply Points: 3
- Action Points: 10
- Range: 5

Effect:

- Hit Points: -10 (-0.75 per experience level)

SUPPORT DR.BLACK

By supporting her younger brother, Kate Black can partially replenish his energy resources.

Requirements:

- Level: 1
- Action Points: 30
- Range: 3

Effect:

- Supplies: +1 (+0.5 per experience level)

SUPPLIES 1x, 2x, 5x

Supply replenishes 1/2/5 point(s) of resources to target unit. It takes 2/4/10 action points from the bearer.

Requirements:

- Level: 1
- Supply Points: 1 / 2 / 5
- Action Points: 2 / 4 / 10
- Range: 1

Effect:

- Supply Points: +1 / +2 / +5



CONTINGENT

PISTOLS SHOTS

Pistols shots cause heavy damage to all units on target square. They are effective even against mechanical units.

Requirements:

- Level: 1
- Supply Points: 3
- Action Points: 10
- Range: 6

Effect:

- Hit Points: -10 (-0.75 per experience level)

ENERGETIC SHOT

Energetic shot causes medium damage to all units in target group.

Requirements:

- Level: 1
- Supply Points: 3
- Action Points: 10
- Range: 7

Effect:

- Hit Points: -6 (-0.8 per experience level)

NEURON PARALYSIS

Neuron paralysis decreases the speed of all units in target group.

Requirements:

- Level: 2
- Supply Points: 6
- Action Points: 10
- Range: 4

Effect:

- Action Points: -60 (2 turns)

ANNIHILATOR

Annihilator causes heavy damage to all units in target group. In regard to the vast dispersion of shot energy its fire-range is highly limited.

Requirements:

- Level: 7
- Supply Points: 10
- Action Points: 23
- Range: 5

Effect:

- Hit Points: -14 (-2 per experience level)

METEOR

A hit by the meteor can scorch even the strongest enemy. The drone can cast it only in its actual proximity.

Requirements:

- Level: 1
- Action Points: 5
- Range: 1

Effect:

- Hit Points: -25

EXPLOSIVE GRENADE

Explosive grenade causes only light damage, but it is effective even against mechanical weapons. A successful hit damages all units on the selected square.

Requirements:

- Level: 1
- Supply Points: 2
- Action Points: 10
- Range: 6

Effect:

- Hit Points: -5 (-0.2 per experience level)

BLINDING GRENADE

Blinding grenade slows down and blinds target group for several rounds. Concentration of these units is zeroed. It has no effect on mechanical weapons.

Requirements:

- Level: 4
- Supply Points: 2
- Action Points: 10
- Range: 6

Effect:

- Action Points: -20
- Action Points: -10 (2 turns)
- Concentration: -40
- Sight: -10 (2 turns)

SPEED

Using this action the runner increases his speed. It can be used only once in a round.

Requirements:

- Level: 1
- Supply Points: 2
- Action Points: 10

Effect:

- Action Points: 20

POWER

Using this action the runner increases his attack and counterattack.

Requirements:

- Level: 5
- Supply Points: 2
- Action Points: 10

Effect:

- Attack: +3 (+2 per experience level)
- Counter-attack: +3 (+2 per exp. level)

OTHER

GREEN OOZE

Oscura's ooze causes light damage and completely blinds hit units for several rounds.

Requirements:

- Level: 1
- Action Points: 22
- Range: 3 (+1 per experience level)

Effect:

- Hit Points: -2 (-0.4 per experience level)
- Sight: -40 (3 turns)

HATCH

A young oscura hatches from the egg.

Requirements:

- Level: 2
- Action Points: 1

SHOOTING

Shooting from the defense system causes heavy damage to target units. Obsys can fire only once in a round. It is effective even against mechanical weapons.

Requirements:

- Level: 1
- Supply Points: 1
- Action Points: 1
- Range: 10

Effect:

- Hit Points: -10 (-2 per experience level)



SCAN

Scanning the surroundings increases the probability of hitting the target when shooting to all units in target group.

Requirements:

- Level: 1
- Supply Points: 1
- Action Points: 1
- Range: 4

Effect:

- Concentration: +15

ARTILLERY GRENADE

Artillery has unlimited fire range but it can shoot only at targeted units (see the 'Aim Target' action). A successful hit by an artillery grenade causes fatal damage to target group. Artillery can shoot only once in a round.

Requirements:

- Level: 1
- Supply Points: 1
- Action Points: 1
- Range: 100

Effect:

- Hit Points: -25

GAS GRENADE

Artillery has unlimited fire range but it can shoot only at targeted units (see the 'Aim Target' action). Gas grenades cause several times more damage than the ordinary artillery grenades but they are useless against mechanical weapons.

Requirements:

- Level: 1
- Supply Points: 2
- Action Points: 1
- Range: 100

Effect:

- Hit Points: -50 (non-mechanical units only)

FIRE ARROW

Fire arrow causes light damage and scorches to a random unit in target group. As a side-effect, defense of the target is decreased by 2 points.

Requirements:

- Level: 1
- Supply Points: 1
- Action Points: 10
- Range: 6

Effect:

- Hit Points: -8
- Defense: -2 (1 turn)

DRUGGED ARROW

Drugged arrow zeroes the concentration of a random unit in target group. It has no effect on mechanical weapons.

Requirements:

- Level: 3
- Supply Points: 1
- Action Points: 10
- Range: 6

Effect:

- Concentration: set to 0

POISONED ARROW

Poisoned arrow causes light damage to a random unit in target group. As a side-effect the attack and counterattack of the target are decreased until the end of the actual round. It has no effect on mechanical weapons and mutants.

Requirements:

- Level: 5
- Supply Points: 1
- Action Points: 10
- Range: 6

Effect:

- Hit Points: -3

Dr. BLACK

BERSERKER

Berserker decreases the concentration of units in target group and increases their power for several rounds.

Requirements:

- Level: 1
- Supply Points: 3
- Action Points: 10
- Range: 8

Effect:

- Concentration: -30
- Hit Points: +3 (3 turns)
- Attack: +2 (+0.33 per experience level)
- Counter-attack: +3 (+0.33 per exp. level)

HURT

A quick series of accidents cause damage in the range of medium to fatal to a random unit in target group. This action is always successful, despite of doctor's concentration. There is no defense against it.

Requirements:

- Level: 1
- Supply Points: 2
- Action Points: 10
- Range: 6

Effect:

- Hit Points: -5 (-0.5 per experience level)

WEAKNESS

Weakness decreases the attacking skills of all units in target group. There is no defense but mechanical units are immune against it.

Requirements:

- Level: 3
- Supply Points: 3
- Action Points: 10
- Range: 9

Effect:

- Attack: -5 (-0.3 per experience level)
- Counter-attack: -5 (-0.3 per exp. level)

TOUCH OF EVIL

Touch of evil decreases the defense of all units in target group. There is no defense against it.

Requirements:

- Level: 5
- Supply Points: 5
- Action Points: 10
- Range: 8

Effect:

- Defense: -3 (-1 per experience level)

PHYSICAL ATTACK

Physical attack is the only doctor's ability able to damage a whole group of enemies, including mechanical weapons. There is no defense against it.

Requirements:

- Level: 7
- Supply Points: 15
- Action Points: 20
- Range: 8

Effect:

- Hit Points: -10 (-2 per experience level)

ILLUSION

Illusion increases defense of all units in target group.

Requirements:

- Level: 9
- Supply Points: 10
- Action Points: 20
- Range: 4

Effect:

- Defense: -2 (-0.5 per experience level)



REGENERATION

Using one point of his resources the doctor can almost completely heal himself.

Requirements:

- Level: 11
- Supply Points: 1
- Action Points: 30

Effect:

- Hit Points: +2 (+2 per experience level)

VAMPIRE TOUCH

Vampire touch decreases health of a random unit in target group to zero. It is an offensive action whose success depends on doctor's concentration.

Requirements:

- Level: 15
- Supply Points: 10
- Action Points: 10
- Range: 1

Effect:

- Hit Points: set to 1 point

ACTIONS USABLE ONLY AT THE PLAYING SURFACE

ALLIANCE

AIMING

Aiming allows shooting from the sniper gun for several rounds.

Requirements:

- Level: 1
- Action Points: 20

Effect:

- Action Points: -20 (4 turns)
- Defense: +1 (+1 per experience level)
- Sight: +8 (+0.6 per experience level)

SNIPER GUN

Sniper gun can shoot only when the aiming action is active. Successful hit causes severe damage but has no effect on mechanical weapons.

Requirements:

- Level: 1
- Supply Points: 1
- Action Points: 10
- Range: 14 (+1 per experience level)

Effect:

- Hit Points: -15 (-2 per experience level)

SUPPORT

Thanks to accurate data about enemy positions the scout can increase the concentration of units in target group.

Requirements:

- Level: 3
- Action Points: 30
- Range: 4

Effect:

- Condition: +20

TARGET

The artillery can shoot only at targeted units.

Requirements:

- Level: 4
- Action Points: 10
- Range: 7

Effect duration: 1 turn

DEFSYS

Defsys is a non-mobile defense system used for the basis protection. It has no vision and it can shoot only once in a round.

Requirements:

- Level: 1
- Supply Points: 10
- Action Points: 30
- Range: 1

SCANNER

Scanner monitors the surroundings of bases and locates targets for defense systems.

Requirements:

- Level: 1
- Supply Points: 10
- Action Points: 30

Range: 1

WAR CRY

War cry decreases the concentration in target group but affected units gain a bonus to speed. War cry has no effect on mechanical weapons.

Requirements:

- Level: 1
- Action Points: 10
- Range: 5 (+1 per experience level)

Effect:

- Concentration: -20
- Action Points: +10

ACTIONS USABLE ONLY DURING CLOSE COMBAT

ALLIANCE

CAMOUFLAGE

Camouflaged units have higher defense.

Requirements:

- Level: 1
- Action Points: 10

Effect:

- Defense: +3 (+1 per experience level)

SHOT

A shot without aiming causes only minimal damage. It has no effect on mechanical weapons.

Requirements:

- Level: 1
- Supply Points: 1
- Action Points: 10

Effect:

- Hit Points: -3 (-1 per experience level)

SPEED

Thanks to their special training some units can flagellate themselves to an additional two attacks.

Requirements:

- Level: 3
- Action Points: 10

Effect:

- Action Points: +20

FIND WEAKNESS

By uncovering the weak point of the enemy, the scout can decrease its defense.

Requirements:

- Level: 4
- Action Points: 10

Effect:

- Defense: -2

MINISYS

Minisys increases the technician's defense.

Requirements:

- Level: 1
- Supply Points: 10
- Action Points: 30

Effect:

- Defense: +4 (+1 per experience level)



SCAN

Scan increases the concentration of target unit.

Requirements:

- Level: 1
- Supply Points: 1
- Action Points: 10

Effect:

- Concentration: +10 (+5 per exp. level)

SCREAM

Scream decreases the concentration of target unit but on the other hand it increases its speed. Scream has no effect on mechanical weapons.

Requirements:

- Level: 1
- Action Points: 10

Effect:

- Concentration: -20
- Action Points: +20

ITEMS AND SKILLS

ITEMS

Back-pack

Back-pack increases unit's capacity by 5 points of resources.

Effect:

- Supplies: +5

Full armature

Full armature is for soldiers who already passed a hard training. It increases the unit's capacity by 10 points of resources. Its disadvantage is its weight, slowing down for 4 action points.

Effect:

- Supplies: +10
- Actual amount of supplies: +10

Bulletproof vest

Bulletproof vest increases the defense by 1 point. For its low weight it is popular mostly among supporting units and civilians.

Effect:

- Defense: +1

Army vest

Army vest is a modified bulletproof vest designed for soldiers and special forces (commando). It is more robust and protects a larger part of the body so it increases the defense by 3 points. Its weight on the other hand decreases speed by 2 action points.

Effect:

- Action Points: -2
- Defense: +3

Advanced field-glass

Advanced field-glass increases the scout's vision by 2 points.

Effect:

- Sight: +2

Advanced helmet

Advanced helmet is made from a reinforced and lightened material. It increases the soldier's defense and vision by 1 point.

Effect:

- Defense: +1
- Sight: +1

Boxer

Boxer is a close range hand weapon. It increases the attack and counterattack by 1 point.

Effect:

- Attack: +1
- Counterattack: +1

Kitchen knife

Long-bladed kitchen knife increases the attack and counterattack by 2 points. With increasing combat skills, the character learns to handle it even more quickly than the old one.

Effect:

- Attack: +2 (+1 per every level of experience)
- Counterattack: +2 (+1 per every level of experience)

Lightened shoes

Quality Chinese shoes expanded to the army several years ago. Their low weight and adaptable shape increase movement by 4 action points.

Effect:

- Action Points: +4

Extended tool kit

Extended tool kit requires the technician to have solid knowledge in his specialization - to use it he needs to be at least level five. It increases his amount of resources by 20 points.

Effect:

- Supplies: +20
- Actual amount of supplies: +20

Bone reinforcer

Bone reinforcer is implanted to the body by a quick yet painful process. It can be used only on soldiers made in-vitro, no one else can survive it. Bone reinforcer increases health by 6 points and defense by 1 point.

Effect:

- Hit Points: +6
- Defense: +1

Flexible joints

Making the joints more flexible is a quick yet painful process. It increases the movement of the runner or drone by 4 action points.

Effect:

- Action Points: +4

Binary retina

Binary retina helps the eye to focus and it increases vision of the unit by 3 points. It can be implanted only into compatible units.

Effect:

- Sight: +3

Armor

Through simple genetic modification of the subject it is possible to create a strong, hard to penetrate armor out of subject's skin. Defense is increased by 3 points and vitality by 5 points. Speed is however decreased by 5 points.

Effect:

- Hit Points: +5
- Action Points: -5
- Defense: +3

Hormones

Hormonal treatment increases the attack of an animal by 4 points and speed by 6 points. Side effects include vision decreased by 2 and vitality by 1 point. It is NOT RECOMMENDED to try hormonal treatment on wounded animals, they might not survive it. Effects of the treatment last 7 rounds.

Effect:

- Hit Points: -1
- Action Points: +6
- Attack: +4
- CounterAttack: +4
- Sight: -2



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DT soft v.2.4.18

DT soft v.2.4.18 is a bundle of hot-fixes and critical failure patches in the artificial intelligence of autonomous tracked weapons. Mechanical weapons learn far more quickly in close combat when provided with this software.

Effect:

- Attack: +1 (+2 per every level of experience)
- Counterattack: +1 (+2 per every level of exp.)

DT opt v.13.2.1

New optical sensors from the series 13 increase the 'vision' of mechanical weapons by 2 squares. Optics marked 2.1 is compatible with all weapon models including dt2 and dt3.

Effect:

- Sight: +2

DT kinetics v.6.12.0

Gear tuning of the mechanical weapons series dt2 and dt3 is a very expensive and time consuming activity but it increases the mobility of the unit by 10 action points. Thanks to a new, more resistible material the period of service increases by 5 and defense by 3 points.

Effect:

- Hit Points: +5
- Action Points: +10

SKILLS

Martial arts

Martial arts training increases the soldier's attack and counterattack by 3 points and both of these abilities will grow faster when advancing to a higher level.

Effect:

- Attack: +3
- CounterAttack: +3

Special medical training

Special medical training for military medics increases their effectivity in combat and teaches them a better usage of their medical resources. After training, medic's speed increases by 6 and resources by 4 points.

Effect:

- Supplies: +4
- Action Points: +6

Shooting arts

Ultimate shooting arts can be mastered only by talented soldiers among snipers and special forces. They are based mainly on various concentration and breathing practices increasing the shooter's attention, precision and target detection.

Effect:

- Concentration: +5 (+1 per every level of exp.)
- Sight: +1

Slink arts

Slink arts increase the scout's chance to see the enemy before he himself is spotted. Training increases the radius of scout's vision by 2 squares and increases his defense by 3 points.

Effect:

- Defense: +3
- Sight: +2

Technical abilities

Technical abilities training increases the technician's speed by 4 action points and for every second level of experience another point is added.

Effect:

- Action Points: +4 (+1 per every exp. level)

Self-defense course

Self-defense course is designed for people without experiences with close combat. It increases the attack, counterattack and defense by 1 point.

Effect:

- Counterattack: +1
- Defense: +1

Advanced self-defense course

Advanced self-defense course is designed mostly for civilians who already passed the basic self-defense course. Although it is not recommended also beginners can enter the course (if they reached at least level 10). It increases the counterattack by 2 points and defense by 1 point.

Effect:

- Counterattack: +2
- Defense: +1

Self-defense course for experts

Self-defense course for experts is designed mainly for civilians who already passed the antecedent courses. Although it is not recommended also total beginners can enter the course (if they reached at least level 15). It increases the counterattack by 3 points, defense by 1 point and speed by 4 points.

Effect:

- Action Points: +4
- Counterattack: +3
- Defense: +1

Warship art

Every future officer has to pass the test of leading wars but only a small percentage of them can actually use this knowledge in praxis. Through mastering the art of warship the soldier adapts more easily to the situation on the battlefield, he is more concentrated and gains experience quicker.

Effect:

- Concentration: +5
- [hidden attribute]
- Experience base: -5
- [hidden attribute]
- Experience delta: -2

Nature survival training

Every soldier who passes the nature survival training will be known for his endurance and the ability to treat even serious wounds under worst conditions. His vitality is increased by 4 points and when he is wounded, he can regenerate 1 health point every turn.

Effect:

- Hit Points: +4
- Regeneration of hit points per turn: +3

Fitness training

Fitness training is focused on the strength and stamina of the character. It increases the health, attack, counterattack and resources capacity by 1 point. The training takes 2 rounds.

Effect:

- Hit Points: +1
- Supplies: +1
- Action Points: +4
- Attack: +1
- Counterattack: +1



Concentration

Through simple concentration exercise mr. Black can increase the regeneration of his energy resources by 1 point for every level of experience.

Effect:

- Concentration: +1

Self-control

Through simple exercises aimed at self-control mr. Black can stack 10 more points of energy resources.

Effect:

- Supplies: +10
- Concentration: +1

Psychical attack

Psychical attack significantly increases the doctor's abilities in close combat. His attack and counterattack are increased by 7 points and for every second level of his experience another 1 point is added to counterattack and 3 points to defense. Teaching the doctor how to use his psychical abilities during combat takes three rounds.

Effect:

- Attack: +7
(+1 per every 2 levels of experience)
- Counterattack: +7
(+1 per every 2 levels of experience)
- Defense: +3

Regeneration

By improving the ability of self-healing the health regeneration is increased by 3 points. This process is applicable only on spets.

Effect:

- Regeneration of hit points per turn: +3

Multiplied physical output

By improving the physical output of bio-soldiers their attack and counterattack are increased by 3 points, speed is increased by 8 action points. The process of multiplying the physical output is in praxis utilized only by subjects designed for close combat.

Effect:

- Action Points: +8
- Attack: +3
- Counterattack: +3

Animal combat training

Animal combat training increases the attack of the animal by 1 point. Another point is added for every level of experience.

Effect:

- Attack: +2 (+1 per every level of experience)

Macro: dt-scan

By installing a forbidden macro signed dt-scan the AI of the mechanical weapons gains the ability to analyze and resolve the status of its damage. Its regeneration increases by 3 points for every level of experience.

Effect:

- Regeneration of hit points per turn: +3 per every level of experience

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KEYBOARD SHORTCUTS

Select unit-specific action
Deselect unit-specific action
Action reservation mode

1 - 9
1 - 9
CTRL + 1 - 9

End of turn
Next unit with enough AP
Journal

Enter
Num+
D

Quick save
Quick load
Save menu
Load menu
Return to main menu

F5
F6
F7
F8
Esc, Num5



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human, a creature so
inventive, has already tried
all the possibilities to avoid
his doom. Unsuccessfully.
The only one way still remaining
is a time tunnel leading back
to the year 1958.
Contingent the new world
overcome, they're hesitant
and jumps onto the tunnel
with a great army to
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