

MANUAL

WINDIGO PRODUCTIONS

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INTRODUCTION

Earth has become a hot and dry place. The struggle for food and water has led to a breakdown of civilization and caused devastating wars and destruction. From the ashes of modern society, the survivors have organized themselves into tribal structures and are fighting each other for survival in the barren wastelands.

GAME GOAL

Your goal is to unite the wasteland. But there are others, trying the same. So you have to beat all your opponents, or at least to stay alive longer, to be successful. The game ends when one of the following conditions is met:

- Only one player is left. The last survivor always wins the match.
- Only one human player is left in a match that started with two human players.
- The chosen time limit is reached. Then scores are counted and the player with the highest score wins the game.

CREDITS

- **CONCEPT, CODE, GAME ART AND MANUAL TEXT** Friedrich Volmering
- **MUSIC AND SFX** Jörg Winterstein
- **PACKAGING AND PRINT DESIGN** Sebastian Bach (poly.play)

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GAME SETTINGS

Press fire on title screen to open the settings.

- **MAP** You can choose between 7 different maps, each one with a challenge of its own. Starting locations are shown as flags on a mini map in the settings screen.

- **PLAYER CONFIGURATION** There are up to 4 player slots that can be configured with the following conditions:
  - The maximum number of players depends on the selected map.
  - When only computer players are selected, the match will run in demo mode.
  - The first human player in list will always be considered as player 1.
  - Starting positions and player colors are bound to slots. Human players can start in every slot, but the order is reset after each match.

- **FLAG AND COLOR SETS** There are different variations for player colors and location flags. The option CRT might be a better option for displays with scan lines, while LXD (LCD/LED) looks good on modern displays. The MS-DOS version contains additional variations for flag and color sets.

- **GAS MASK** A gas mask is necessary to enter toxic places. Gas masks can be found in lost places. The ability to cross toxic places is quite powerful, so it's up to you to decide about the availability of this feature.
  Important: Not every map contains toxic places.
  - **No one:** Gas masks are removed from the item pool.
  - **Everyone:** Each player will get a gas mask as first item when examining an lost place.
  - **Lucky one:** Gas masks are in the item pool and you'll need some luck to find one.

- **DIFFICULTY**
  - **Newcomer:** The computer players regularly take a break to think a few seconds about life, the universe or everything. Human players get a special bonus item to ease the start.
  - **Scarface:** There are neither advantages nor disadvantages for any one.
  - **Maniac:** All computer players get two additional items with powerful bonuses.
  - **Rampage:** This is a special game mode, only available in the MS-DOS Version. The difficulty is the same as Scarface.

- **GAME DURATION** Choose to play with a time limit (days) or until the end.

CONTROLS

- **COMMODORE 64** The game is played with a joystick in **Port #2**. When a second player joins the game, that player plays with a joystick in **Port #1**. The intro can be skipped after the logos by pressing **Fire**. The demo mode can be quit by pressing fire.
- **MS-DOS** Player one uses the arrow keys and **CTRL**. Player two uses **W**, **A**, **S**, **D** and **Space**. The intro can be skipped after the logos by pressing **Space** or **CTRL**. The demo mode can be quit by pressing either **Space** or **CTRL**.
  Hint: The keyboard layout can be changed in the **game.cfg** (see technical issues).

QUICK START

- Enter a neutral camp
- Hire a fighter
- Attack and conquer that place
- Now you have a steady food income of 3 per day.
  Important: Your net food income will be 1 since you have need one supply for yourself and one for the fighter that holds the place you have conquered.

WASTELAND ECONOMY

- **SUPPLIES** Food and Water. The most important resource of all. If you lack supplies, the starving begins.
- **SCRAP** Scrap is anything useful to build weapons, tools, cloth or accommodations and fortifications. Scrap can be gained by looting ruins.
- **ITEMS** Items are very powerful and valuable relics from the time before the downfall. Items can be found in lost places.

GAME MECHANICS

- **CREW** Your crew always consists of one person: You. You cannot be removed from the crew. When fighting you always need a second crew member, else when removing casualties the game would instantly end.
- **SUPPLIES** At the end of each day, supply production and consumption are calculated. If the net amount is negative, your food rations are reduced. If there are not enough rations left, for every missing ration someone leaves you. At first the ones deployed in towns do desert, then those in your crew and then the ones in your camps. If all you warriors are gone and you have even nothing to eat for yourself, the game is over.
- **INVENTORY** You can carry a total of three items a a time. When you discover a fourth item you can chose to drop an item. Items can be found by searching lost places: The search result is randomly determined when the action is resolved and can be any item that the player hasn't already in his inventory.
- **FIGHT** Each time you attack a place one round of fighting is executed. The attacker and defender lose one fighter each per round. If a place is fortified, the fighting round takes longer and the attacker loses two instead of one fighters each round. If you attack a fortified place you need at least a crew of three.
- **TRAVELING** The travel duration between two location depends on the distance. You cannot enter locations controlled by an opponent, but you can always leave a place the way you came. When you are trapped between two blocked locations your only option is to flee.
- **LUCKY PUNCH** In each match, the first time a player attacks, the attackers losses are reduced to 0. Every player has one lucky punch.
- **ADAPTIVE GAME SPEED** As long as all human players haven't triggered an action, the game runs at reduced speed. When all human players wait for an action to be executed, the game runs with an increased speed. The gives each human player some time to decide what to do next.
- **CLAIM UNOCCUPIED PLACES** Either transfer a crew member or press attack. In both cases one crew member will be transferred to that place and it will belong to you. Important: you nee at least two crew members.
- **AUTO CLAIM** When after an attack the last defender was beaten and you have at least two members in your crew, one will automatically be deployed and you'll get in control of that place.

GAME MENUS

General: Press the joystick up or down to choose an option and push fire to execute the selected option.

- **MAP** Move joystick in a direction to move over the map. Illegal moving directions are grayed out. Press **Fire** to enter a place

- **SETTLEMENT**
  - **Map:** Return to the map menu.
  - **Attack:** Attack the place, you need at least a crew of 2 for an attack.
  - **Loot:** Spend some time to collect scrap
  - **Trade:** Trade scrap for food at a ratio of 1:2
  - **Crew:** Move joystick left/right to transfer members of your crew to a place you own and vice versa. When you remove all your fighters from a place, then it will become neutral again.
  - **Hire:** Hire a fighter. That costs you 1 scrap. You can only hire when at least one recruit is available. The recruiting pool is updated at the end of each day and the replenishment rate depends on the location type.
  - **Fortify:** Fortifying costs you 8 scrap and you need to own the place. If you leave a place the fortification will remain. If a place is conquered, all fortifications are destroyed.
  - **Menu:** More options.

- **MENU SCREEN** When entering the menu pause mode is activated.
  - **Flee:** Flee to a place you control. This will take some time and you'll lose all your scrap. The destination will be chosen automatically.
  - **Quit:** Quit the game and show the results. The player that quits is considered as dead in the results.

- **LOST PLACE**
  - **Examine:** Search the place for an item. Each lost place can be searched only once. So hurry up, before on of your opponents visit that place.

- **FIGHT RESULT** On the left the remaining troops are show, on the right the casualties. Press fire to leave the results screen.

- **EXAMINATION RESULT** You are shown the item you found and a short description. Press fire to leave the screen.

- **DROP ITEM** When your found a fourth item you have to choose which to drop. Below each item is an arrow. Press the joystick in the direction of the item you want to drop.

LOCATIONS

- **CAMP** A camp is a couple of tents or simple huts, build out in the wilderness. A camp is located near a water source and hunting grounds. Camps are usually controlled by tribes.



Average population: around 20 **Loot yield:** 1
Recruitment pool size: 1 **Replenishment rate:** low
Daily supplies: +3

- **CITY** The ruins of a city with buildings deep enough that in the underground water is accumulating. Food is rare and most supplies are provided by nearby camps. But the ruins are a reliable source of scrap. Citys are controlled by gangs.



Average Population: 100 **Loot yield:** 2
Recruitment pool size: 2 **Replenishment rate:** high

- **METROPOLIS** A huge city or metropolitan area. A metropolis is like a city but with a higher population, so the recruitment pool is larger. Metropolises are often controlled by multiple gangs, that are that constantly fighting each other.



Average population: 500 **Loot yield:** 2
Recruitment pool size: 3 **Replenishment rate:** high

- **FACTORY** Former industrial facilities that contain a lot of scrap.



Average population: 20 **Loot yield:** 3
Recruitment pool size: 1 **Replenishment rate:** low

- **TOXIC** Places with that are highly polluted can cannot be visited without a gas mask. The ability to pass or conquer these places is a strong advantage.



Average population: 0 **Loot yield:** 1

- **LOST PLACE** Lost places are uninhabited, because of the lack of food and water. A lost place can be an underground bunker for example Often people fear lost places because it's said that they are haunted. Anyone bold enough to enter such a place may be rewarded with the discovery of a valuable item. Lost places can only be searched once and are visually marked as searched afterwards.



ITEMS

- **WATER BOTTLE** +1 supply per day, as long as you control at least one camp. 
- **RAT TRAP** +2 supplies per day, as long as you control at least one camp. 
- **SNAKE BASKET** +3 supplies per day, as long as you control at least one camp. 
- **WATER PUMP** +4 supplies per day, as long as you control at least one camp. 
- **COMPASS** Increases your travel speed. 
- **GAS MASK** Allows you to enter toxic places. 
- **MEDAL** You can recruit faster. 
- **NINJA DRESS** The fleeing duration is halved and don't lose your scrap. 
- **CONSTRUCTION PLAN** Decreases fortification costs from 8 to 6. 
- **SCRAP BAG** Increases the amount of scrap you can carry. 

There are two items that are only available for computer players. When setting difficulty to hardest your opponents are equipped with the following:

- **DRUGS** Increase travel speed 
- **MEGAPHONE** Makes recruiting easier 

When starting on the lowest difficulty level, each human player gets the following item:

- **TIN CAN** Provides a bonus of +2 supply. Lasts for x days and will automatically disappear then, removing the bonus. 

ACTION ICONS

To better visualize what a player is doing, there are action icons appearing next to the player's avatar.

Fighting **Fleeing**
Fortifying **Hiring**
Searching **Thinking**

INTERFACE



[1] Player Type: Human, Computer or None for disabled player.

[2] Day and Daytime: The number of days and a bar showing the hours of the current day that already have passed. Since everybody needs some sleep, a day has 16 usable hours.

[3] Crew: Your crew are the people traveling around with you. There are 5 slots in your crew and one is always occupied by yourself.

[4] Supplies: Every blue dot represents one food ration and you can carry a total of 6 rations. The number behind the food bar is your net supply income (total supplies – total consumption) on daily base. A blue number indicates a positive supply income and a red number indicates a negative supply income. If the income exceeds 9 or drops below -9, the number is replace by the letter X.

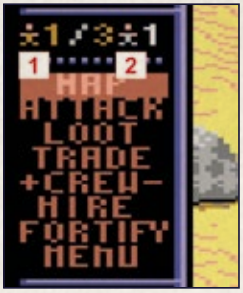
[5] Scrap: The first number shows your current scrap stock and the second number is the limit of scrap you can carry.

[6] Items: You can collect up to three items which are shown here.

[7] Menu: The menu depends on your location and last action. Here you get detail information and can chose further actions.

[8] Player Summary: For player 1 and 2 complete user interface is shown. For player 3 and 4 only a summary, containing the type and the inventory, is visible.

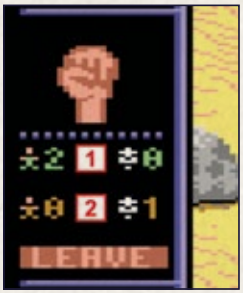
SETTLEMENT OVERVIEW



[1] Settlement Owner: The first number shows the number of fighters placed here to defend the settlement. The second number is the maximum of forces that can be stationed here.

[2] Number of available Recruits: The number shows the available recruits that can be hired. If the number is 0 and you try to hire, an error message is shown.

SETTLEMENT RESULTS



[1] Attacker outcome

[2] Defender outcome

On the left, are the remaining fighters shown and on the right the casualties.

RESULT SCREEN

On the results screen there are some statistics for each player:

- **DAYS** The number of days a player survived.
- **PLACES** Number of places controlled at the end of the match.
- **ITEMS** Total number of items collected.
- **KILLS** Losses inflicted to other players, either when attacking or defending.
- **SCORE** At the end of each day, each location controlled by a player is rewarded with 1 point and added to the total score.

In addition there are up to two markers behind each player:

- C/H is for computer/human player
- A skull shows that player wasn't alive at the end of the match

HINTS

- Sometimes it can be wise to travel before conquering a place, either to be the first at a lost place or to secure a strategical important location. Trading food can help to cross even larger distances without a supply income.
- A well defended fortification will slow down an attacker, since it takes some time to replace the losses and come back for a second attack.
- As long as you don't have a high supply income focus on conquering camps. Only conquer and defend other places if they are really valuable.
- Try to loot and hire in cities or other places with increased looting yield or larger recruitment pools, since that will save you valuable time.
- Sometimes it's a good idea to wait for your opponents to make their next move. This will give you the advantage to decide your move when they are blocked.

TECHNICAL ISSUES

- **C64** The game runs on a real C64 or on emulators like Vice. It is PAL and NTSC compatible. The game was developed for PAL, so although it runs on NTSC, the experience may slightly differ. We recommend to start the game without the diskloader on a NTSC machine (see the next paragraph), since the sound might not be played correct when starting the game with the loader.
  The disk version consists of two files: a loader and the game file. The loader requires a real disk drive or true drive emulation when started in an emulator. The loader places some music while loading but isn't necessary to run the game. To start the game from a different storage medium, just load the game file with `LOAD"DEVOLUTION",8,1` and start it with `RUN`.
- **MS-DOS** The game can be run in MS-DOS either on a real machine or an in emulator like DOSBox. Although not the minimum requirement, for the best gaming experience we recommend at least 486DX-33 MHz and running the game from a hard drive.
  The game requires a graphics card that supports VGA and a Soundblaster or Adlib compatible card for music. If there are problem with the sound card detection, audio can be disabled in the game.cfg. The file is located inside the root directory and can be edited with a text editor. The keyboard settings can also be configured there. All settings are explained inside the file.



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