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English

PC CD-ROM

GENDER WARS

Instruction Manual



sci™

sci-fi

GENDER WARS

DEVELOPED BY



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INSTALLATION, SETUP & TROUBLESHOOTING

“What equipment do I need to play Gender Wars?”

You need an IBM compatible computer which has a 486 DX-33 processor (or faster) and is loaded with either MS-DOS (V 6.0 or later) or Windows 95. You can also use a computer which has a Pentium processor. A fast computer is recommended if you wish to play **GENDER WARS** with the high resolution display setting.

GENDER WARS uses 560 Kbytes of conventional RAM and a minimum of 7.5 Mbytes of extended/expanded memory, so your computer must have at least 8 Mbytes of RAM if you are running from DOS or at least 7.5 Mbytes of free RAM if you are running from Windows 95.

Video Card

GENDER WARS can be run on a Standard VGA card with a screen size of 320 x 200. You can run the game at the higher resolution screen size of 640 x 480 if you have an SVGA card with VESA compatible drivers. The installation program will identify the video card configuration of your computer to check if it can show the higher resolution screen size. If you have an SVGA card that does not have a VESA compatible driver you should contact the card manufacturer. However, the installation program does contain a collection of VESA compatible drivers. It will attempt to use a replacement video driver if you do not have one.



If you wish to run the game at the higher resolution, your computer should ideally have a video card with a local bus or PCI interface. These types of video cards give the best speed performance even with a standard VGA card showing a screen size of 320 x 200.

Space on your Hard Disc

GENDER WARS needs 20 Mbytes of space on your hard disc drive. The installation program copies data from the CD onto your hard disc so you will need to check that there is enough space available before you install the game. It is recommended that you don't run any data compression software on your hard disc. DoubleSpace and DriveSpace can be used but they will have a significant impact on the speed of the game if your computer does not have a fast processor.

CD-ROM drive

You must have a double speed CD-ROM drive (or faster) with V2.23 (or later) of MSCDEX CD-ROM extension software installed in your computer. It is recommended that you do not run any disc caching software such as Smartdrv with your CD drive as this may cause problems with playback of video sequences.



Sound hardware

GENDER WARS can operate with any of the following sound cards:

SoundBlaster – Pro, 16, AWE32,
Gravis – Ultrasound & Ultrasound Max,
Microsoft Sound System,
ESS 488/688 Audiodrive,
Pro Audio Spectrum,
Sound Master II,
Adlib Gold 1000/2000,
Adlib Digitized
Roland RAP-10,
Ensoniq Soundscape,
Covox Speech Thing,
TB Multisound,
or any other sound card that is 100% compatible.

The configuration of your sound card is checked each time you start up the game, but you will have to return to the installation program if you want to alter the hardware settings or replace your original sound card for another card in the list.

Mouse

You can use any Microsoft compatible mouse with V 7.0 (or later) of the Microsoft drivers. Please ensure that the mouse driver software has been loaded before you run either the game or the installation program.



Loading Gender Wars onto your computer

For PCs that run Windows 95.

Insert the **GENDER WARS** CD into your CD-ROM drive. Windows 95 will scan the disc and run the game automatically.

You will be taken through installation when you start the game for the first time. Please follow the on-screen instructions in the install program. Additional information and advice on installation can be found in the text file (readme.txt) on the CD. The installation only needs to run once, so the next time you insert the CD, the game will run and start up straight away.

If the game fails to start up, it may be that your computer does not recognise the CD automatically. In this case, you should click the right mouse button on the Start menu and select Explore from the menu. Then locate the CD icon in the left window and click on the CD symbol. Finally, select the Install file from the right window.

The installation program creates a **GENDER WARS** icon on the desktop (screen) of your computer. You can click on this icon to start the game.

If the game fails to start up after 20 seconds, take the CD out of your CD-ROM drive. Check that the disc is clean, that it is not scratched, and that it was inserted the correct way up. You should clean the CD using a dry clean and lint free cloth making sure to wipe the disc in a straight line away from the hole in the centre and towards the edge. Do not use any cleaning fluid or solvents to clean the surface of the disc.



Put the CD back into the CD-ROM drive, making sure that the printed side is facing uppermost.

If the game still fails to start up, there may be a configuration problem with your computer. Please refer to the Windows 95 operating instructions for further help.

For PCs that run MS-DOS & Windows 3

1. Start up your computer as normal but do not run Windows. If your computer automatically runs Windows at start up, make sure that you shutdown and exit Windows completely, then wait until the DOS command prompt appears `c:\>`. Please do not click on the MS-DOS icon as **GENDER WARS** will not run within Windows.



GENDER WARS will not run within Windows.

You will need to have the 'MSCDEX' CD-ROM extensions installed on your computer to be able to access and play the **GENDER WARS** CD. Please refer to your copy of the MS-DOS user manual for further information on the 'MSCDEX' CD-ROM extension.

You will need to go through the installation process before you play the game for the first time. The installation only

needs to be run once, so you can skip to step 3 the next time you play the game.



2. Insert the **GENDER WARS** game CD into the CD-ROM drive and change to the CD drive – usually drive D – by typing **D:** followed by the enter key. The name for your CD drive will be different if your system configuration contains two hard disc partitions. In this case, type **E:** followed by enter.

Then type **install** followed by enter.

Please follow the on-screen instructions in the install program. Additional information and advice on installation can be found in the text file (readme.txt) on the CD.

Cleaning instructions

If you get an error message, take the CD out of your CD-ROM drive. Check that the disc is clean, that it is not scratched, and that it was inserted the correct way up. You should clean the CD using a dry clean and lint free cloth making sure to wipe the disc in a straight line away from the hole in the centre and towards the edge. Do not use any cleaning fluid or solvents to clean the surface of the disc.

Put the CD back into the CD-ROM drive, making sure that the printed side is facing uppermost, and repeat step 2 of the installation.

If you still get an error message, there may be a configuration problem with your computer. Please refer to the MS-DOS operating instructions for further help.

3. Check that the **GENDER WARS** CD is inserted into the CD-ROM drive. The installation program will have created a directory on your hard disc `c:\gw`. If this directory has been removed or renamed, the installation program must be run again. Repeat step 2 of the installation, if this has happened.



To start up the game, type **cd\gw** followed by enter, then type **gw** followed by enter. If the game fails to start, please follow the cleaning instructions that are laid out in step 2.

If the game still fails to start, there may be a configuration problem with your computer.

Please refer to the MS-DOS operating instructions for further help.

Troubleshooting problems

If you have problems installing **GENDER WARS**, please turn to the first section of this instruction guide which tells you what equipment you need to run the game. This will help you check if your computer can run **GENDER WARS** and help you track down any compatibility problems. Please check that your computer is loaded with compatible versions of the operating system and driver software. The compatible versions are indicated in the first and second sections of this instruction guide which tell you about equipment and loading the software.



Answers to installation and configuration problems

The rest of the installation guide covers some of the more common problems that you may come across when using this game.

Memory configuration problems – I don't have enough memory to run GENDER WARS

If your computer is running from Windows 95.

You should shutdown and exit any applications that you have running, then click on the **GENDER WARS** icon on the desktop. The **system** icon in the control panel menu will tell you how much memory is available on your computer. You need at least 7680 Kbytes of free memory to run **GENDER WARS**. Please refer to your Windows 95 user manual for more information on memory configuration.

If your computer is running from MS-DOS.

You can find out how much free memory is available on your computer by using an MS-DOS utility called **mem**. If you type **mem** followed by enter, you will see a text display that shows the memory configuration of your computer.

Your computer will need to be fitted with at least 8 Mbytes of memory as **GENDER WARS** uses 560 Kbytes of conventional RAM and a minimum of 7.0 Mbytes of EMS / XMS RAM.

Your MS-DOS user manual contains a section on memory management. This describes how you can move elements of your computer's software configuration to an alternative section of RAM to free up conventional memory or EMS / XMS RAM. One technique to gain more memory is to create an

alternative boot up configuration which excludes some of the software drivers. This can also be done by creating a special boot floppy disc. Please refer to your MS-DOS user manual for further information on making boot discs & configurations.

The game runs slowly in the high resolution display setting

If you are playing **GENDER WARS** from within Windows 95, you should check that you don't have any applications running at the same time. Shutdown and exit all the other applications, then click on the **GENDER WARS** icon on the desktop.

You should also check that you have VESA compatible video drivers. Some incompatible video drivers can affect the speed performance of your video card. Please contact the card manufacturer to obtain a set of compatible drivers for your video card.

Not all computers are fast enough to run **GENDER WARS** in high resolution. It is recommended that your computer should have a fast video card, with local bus or PCI interface, and a fast processor such as a 486/DX-66, DX-100 or Pentium. It might not be possible to run **GENDER WARS** on the high resolution display setting at an optimum speed if your computer does not have a fast video card or a fast processor. The only remedy may be to run the game in the standard VGA display setting.

The high resolution display setting is not working

GENDER WARS will not run on the high resolution display setting with a standard VGA card, so please check the documentation for your video card to find out if it supports a SVGA display.

You should also check that you have VESA compatible video drivers. Please contact the card manufacturer to obtain a set of compatible drivers for your video card. Alternatively, you can repeat the installation as this will attempt to install a set of replacement VESA compatible video drivers. You will also need to return to the install program if you have changed the video card since you installed the game.

If you still have a problem running the game in the high resolution display setting, then the only remedy may be to run the game in the standard VGA display setting.

The Sound is not working

GENDER WARS will operate with the following sound cards:

SoundBlaster – Pro, 16, AWE32,
Gravis – Ultrasound & Ultrasound Max,
Microsoft Sound System,
ESS 488/688 Audiodrive,
Pro Audio Spectrum,
Sound Master II,
Adlib Gold 1000/2000,
Adlib Digitized
Roland RAP-10,
Ensoniq Soundscape,
Covox Speech Thing,
TB Multisound,
or any other sound card that is 100% compatible.



If your sound card does not appear in the list, it may not be compatible with **GENDER WARS**. The configuration of your sound card is checked each time you start up the game. But you will have to return to the installation program if you want to alter the hardware settings or replace your original sound card for another card in the list.

If you don't hear any sound and your computer is fitted with a sound card shown in the list, then try changing the hardware settings using the install program. If your card appears in the list, please make sure that you disable any sound card emulation software as it is best to use your sound card in its native mode.

What if my PC freezes during the sound test – the auto-detection of soundcard settings is wrong.

Your machine may freeze and lock-up during the sound test if any of the PORT, IRQ & DMA values do not match those of your soundcard. The installation program will let you override the settings that it has detected. Choose the correct model of soundcard as normal and check carefully the 3 different hardware settings. If these do not match the configuration of your soundcard then select the change option that appears below the PORT, IRQ & DMA values. You will then be presented with a series of 3 menus where you can choose the correct values for PORT, IRQ & DMA settings that match your soundcard.

I cannot access the menu buttons, move the pointer or control the characters.

Please check that your mouse is Microsoft compatible and that your computer has been loaded with compatible driver software.

SCi Technical Support Help Line

If you have checked the hardware and software configurations, and followed the instructions in the troubleshooting section but you still have problems, then please contact the SCi technical support help line on the following telephone number:

In Europe + 44 [0] 1703 631826 9.00 am to 5.30 pm GMT

POTTED HISTORY

"A Tale Of Two Genders"

by Ms Fiona Brennan

In these enlightened times, it is difficult to imagine a world where men believed in equality, but there was a bizarre period in our early history when mankind was deluded enough to compare itself with womankind. A wise woman once wrote that "Men lack the mental ability to understand their own mental inadequacy." and nothing illustrates this idea more clearly than man's attempts to seize power over women.

Journey back with us to the year 2165. Men had just noticed the threat to their dominance which had been in steady decline for centuries and, in a rare moment of clarity, attempted to salvage the situation. In an ill-considered good-will gesture that merely speeded up their inevitable downfall, they removed all remaining barriers to women occupying positions of authority and opened the floodgates for a deluge of female leaders to take control. In less than ten years, women were heading up major corporations, winning presidential positions within female dominated governments, and displacing male 'leadership' in all walks of life. This major shift in the balance of power culminated in the ordination of the first female Pope, Jane-Paula I.

Despite their severely limited intelligence, the men became aware that all was not well, and unhappy that they were now perceived as second class citizens (however fair and accurate this perception might have been). In a simplistic but forceful backlash, the men attempted to regain their former supremacy,

adopting a separatist mentality which was understandably well-received by the women! For several years, the divided co-existence continued, with the unification of church and governmental authority giving rise to two new leaders; the Matriarch (the head of the female society, and true source of power) and the Patriarch (the loudest and most belligerent member of the males' primitive hierarchy). Presided over by individual leaders of their own gender, women and men enjoyed a fragile peace, with the male society feeling less threatened and inadequate, while the female society demonstrated its superiority by exercising tolerance and restraint. Although it was by no means fairly balanced, this new order seemed likely to flourish until, in 2211, the world was rocked by news of an event that would lead to an irreversible change in the course of history.

During a gathering of the Female-Male Senate in early 2211, an assassination attempt was made against both the Matriarch and the Patriarch. The identity of the assailant was never discovered and, miraculously, neither the Matriarch or the Patriarch were harmed in the incident, but confusion surrounding the attack led people to question which leader was the assassin's target? Within hours, male groups were unjustly accusing females of planning the whole thing, while the majority of women countered with allegations of their own, saying that if it had been a female attack, it would have succeeded!

The fact that the assassination was bungled certainly pointed the finger of suspicion at the men, but it was not sufficient evidence to take retaliatory action. Instead, the Matriarch instituted a massive investigation to identify who was responsible (the Patriarch, having no plan of his own, supported this action) and soon two Departments of Inquiry were trying to find proof that would implicate the other side.

The following years came to be known as the New Inquisition, with merciless investigators using any and all methods to extract information from their suspects. Before long, it became clear that the male inquisitors were only interested in hearing what they wanted to hear, whether it was the truth or not. Reports of male atrocities led to female retaliation, initially on a small scale, then escalating. Public pressure was growing on both sides, but neither investigation was any closer to finding the assassin, and the media focus was now shifting to the undeclared war that was raging between supporters of the Matriarch and Patriarch.

Within a year, major cities found themselves forced to pledge allegiance to the female or male side, and entire countries followed soon after. The resultant civil and world wars that followed saw the greatest destruction ever wrought by man. As the conflict gradually decimated the earth, huge underground cities were constructed by both sides as a new refuge for their respective people. Families were split apart, as women and men abandoned each other on a global scale and fled to safety. Incredibly, the Patriarch invented some ludicrous story to suggest that the situation was the fault of the female nations. The Matriarch countered with the truth about initial male aggression but to no avail. Whipped up into a state of global hysteria, men and women set out to systematically wipe each other off the face of the planet. The **GENDER WARS** had begun.

Naturally, the problem soon arose that the two sides could not live without each other permanently and both hurried to find an alternative to sexual reproduction. Advances in cloning technology and genetic modification

seemed to fulfil this need, although reproductive material was still needed from the opposite gender and the existing stocks were limited.

The conflict continued, and the Matriarch quickly identified that conventional warfare was ineffective, as the huge underground cities were all but impervious to missile or air attack. The solution was to demilitarise the enormous armies, keeping only an elite force and focusing the investment of training and resources on them. Elaborate schemes were implemented to acquire the information needed to gain access to enemy cities, and small squads of the elite troops would be sent in to destroy strategic military targets, steal reproductive materials or rescue prisoners of war from a life of slavery. The men took some time to understand the Matriarch's change in tactics, but within months they were striking back in copy-cat attacks.

Although the female forces were obviously of a superior quality, the male armies had the advantage of greater numbers, and the war raged on for years, with the balance of power swinging back and forth. Neither side could retain the upper hand until, after decades of fighting, both sides concentrated everything they had into an all-out assault on each other's capital cities. This was



going to be the decisive last battle in the **GENDER WARS**, with the stakes being the total elimination of the other sex.

The result was one that the loser never really expected....

"Get Back In That Kitchen!"

by Stewart McManus

These days, it's hard to believe that women were ever the dominant gender – that we'd ever have allowed them to be in charge – but there was a time when apparently they had a go at running things! Sounds like a recipe for disaster? You ain't heard nothing yet!

The year is 2165. Men are growing weary of the constant nagging from the female quarter for greater representation, greater control, and greater everything else. Being charitable, the male leaders thought that a token gesture wouldn't be out of order and, in the pursuit of peace and quiet, allowed certain women to be the figure-heads of important organisations. As usual, the women were ungrateful to say the least and, in true give-'em-an-inch-and-they'll-take-a-mile fashion, the newly appointed female leaders started a political revolution and the men had to engineer the appointment of the first female Pope to quieten them down!

Obviously we couldn't allow the situation to continue forever. Giving in to some of the women's demands was meant to calm them down, but if that wasn't working then there was no reason why men shouldn't take back some of the power that was rightly theirs. Not wanting to make matters worse, and not really wanting to have anything to do with women, men wisely adopted a



separatist mentality and this seemed to work out quite well. The growing division between men and women served to unify the church and the government, albeit briefly before the new ruling body split into two senate systems, with the males following the decisive leadership of the Patriarch and the women flocking around their Matriarch (the nearest thing they had to a leader).

Presided over by individual leaders of their own gender, men and women enjoyed a fragile peace, with the female society allowed to make its own mistakes while the male society quietly got on with the more important business of running things. Although it was far from ideal, this new order seemed to be working until, in 2211, the world was rocked by news of an event that would lead to an irreversible change in the course of history.

During a gathering of the Male-Female Senate in early 2211, an assassination attempt was made against both the Patriarch and the Matriarch. The identity of the assailant was never discovered and, miraculously, neither the Patriarch or the Matriarch were hurt. The question was immediately asked, who was the target of the attack? Within hours, hysterical female groups were making wild accusations, suggesting that the whole thing was engineered by men! Men looked at the indecisive and clumsy style of the failed attack and understandably suspected that this was the work of women!

Determined to find the truth, the Patriarch instituted a massive investigation to identify who was responsible. The Matriarch had no choice but to go along with this, and so both leaders set up their own Departments of Inquiry, each trying to find proof that would implicate the other side.



The following years came to be known as the New Inquisition, with merciless investigators using any and all methods to extract information from their suspects. Before long, it became clear that the cruel female inquisitors were only interested in hearing what they wanted to hear, whether it was the truth or not. Reports of female atrocities led to justified male retaliation, initially on a small scale, then escalating. Public pressure was growing on both sides, but neither investigation was any closer to finding the assassin, and the media focus was now shifting to the undeclared war that was raging between supporters of the Patriarch and the Matriarch.

Inside a year, major cities were forced to pledge allegiance to the male or female side, and entire countries followed soon after. The resultant civil and world wars that followed saw the greatest destruction ever wrought by human-kind.



some ludicrous story to suggest that the situation was the fault of the male nations but the Patriarch countered with the truth about initial female aggression. It was clear that neither side would back down, and so it was that men and women set out to systematically wipe each other off the face of the planet. The **GENDER WARS** had begun.

Of course, the problem soon arose that the two sides could not live without each other permanently and both hurried to find an alternative to sexual reproduction. Advances in cloning technology and genetic modification seemed to fulfil this need, although reproductive material was still needed from the opposite gender and the existing stocks were limited.

The conflict continued, and the Patriarch's keen military mind quickly identified that conventional warfare was ineffective, as the huge underground cities were all but impervious to missile or air attack. The solution was to demilitarise the enormous armies, keeping only an elite force and focusing the investment of training and resources on them. Elaborate schemes were implemented to acquire the information needed to gain access to enemy cities, and small squads of the elite troops would be sent in to destroy strategic military targets, steal reproductive materials or rescue prisoners of war from a life of slavery. At first, women missed the significance of this change of tactics, but eventually started hitting back with copy-cat attacks.

Although the male forces were obviously of a superior quality, the female armies had the advantage of greater numbers, and the war raged on for years, with the balance of power swinging back and forth. Neither side could retain the upper hand until, after decades of fighting, both sides concentrated

everything they had into an all-out assault on each other's capital cities. This was going to be the decisive last battle in the **GENDER WARS**, with the stakes being the total elimination of the other sex.

The result was one that the loser never really expected....

A QUICK START INTO THE GAME

There are a few choices you have to make before you can get straight into the game. You will have to choose which side you want to play for. Are you going to *grapple with the men* or *go up against the women*. Are you a man or a ...

However, first things first. Move the pointer to the new game icon on the **GENDER WARS** menu and click the left mouse button.

The next screen shows two soldiers face to face. Move the pointer over the soldier whose side of the battle you want to take, then click the left mouse button.

For those people who obviously can't tell the difference between a man and a woman (or are watching in black and white) the men are playing in red and the women in white.

This will take you to the mission command console. As you move the pointer around, you can see text pop up over the active spots on your main command console. Click on one of these hot spots, if you want to explore. You can return to the command



console by clicking on the exit button that appears in the bottom right hand corner of each screen off the main console.

You need to pick your squad of troops and arm them with weapons and equipment before you send them off on their mission, so click on the squad selection hot spot. The intricacies of troop selection for your squad are explained later in the manual, but for now, just choose one squad leader and other soldiers. All of your soldiers will be given an energy shield and the standard issue machine gun with an unlimited supply of ammunition.

You might not survive for too long but you will have fun shooting things. Careful choice and arming of troops for the missions gives you a much better chance of success. So work out some of that aggression, then return to this point in the guide to find out more about squad selection, training and equipping your troops.

Right now, you can go straight into the mission. Click on the enter mission hot spot and get stuck in to the opposition.

Controls – how to move and fire

You instruct your soldiers to move by using the mouse. Move the pointer across the screen and pick a spot on the ground somewhere, then click the left mouse button. Your squad leader will run towards that spot and stop when he/she gets there. The rest of the squad will follow, however they might also start firing at anyone or anything else in your vicinity. They should eventually make their way over to the leader, once they've killed something.

You can also make your squad leader shoot at a target by using the mouse. The gun site will change to a square as you position the pointer over the target. Press the right mouse button to fire.



The reference card gives you a summary of the controls.

You can strafe the enemy soldiers and buildings by holding down the right mouse button while moving the pointer around. Be careful not to shoot your own soldiers. No friendly fire accidents please.

PLAYING THE MISSIONS

This war has turned into a grudge match, with old scores to settle. Families have been split down the middle for generations. Husbands no longer have wives to clean up for them, and sisters don't have little brothers to annoy. Could this be the end of family life forever? You need to conquer all 14 missions and defeat the enemy then humankind can restore some sanity to the population.

THE BRIEFING

The prelude to each mission is the briefing instructions where you find out about your objectives and targets for the coming battle.

Choose the briefing hot spot from the command console and listen to the words of the briefing officer. Listen carefully as you need to decide on your strategy for this mission. Is it going to be a stealth mission, an attack mission or a defensive mission. Keep this in mind as you will have to work out which soldiers you should send and what equipment they will need to fight the enemy.

It helps if you make a note of your objectives, however you can get a recap of the details while you're in battle. The in game control panel has a

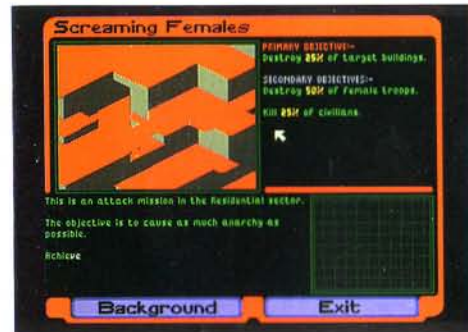
communications link back to the mission command console to give you access to the briefing information.

Look out for any special instructions in the briefing that tell you to take particular weapons with you as some missions need careful armament and special equipment to complete the objectives.

During the briefing you should try to plot your route through the mission using the reconnaissance maps and background information drawn up from local knowledge.

The briefing officer will point out to you where the targets are on the map and at the same time point out the dropping off and pick up points.

You can get any extra background information on the mission if you click on the **background** button at the bottom left of the screen. Press the **information** button to go back and listen to the briefing details again. Press the **exit** button at the bottom right corner of the screen when you've got all the information you need.



SQUAD SELECTION

You've listened to the briefing instructions and decided what your strategy is going to be for this mission. Now you need to choose the right people for the job.

Go back to the mission command console, and pick the **Squad selection** hot spot.

Start by familiarising yourself with the display. The bottom right quarter of the screen shows the names of the soldiers you have in your army. You may have selected some for training, in which case they will be busy and not available for the next mission. If you click on the name of one of the soldiers their picture and details will



(Female and Male ranks from "Rookie" up to "Squad Leader")

appear in the box at the top right quarter of the screen. This shows the soldier's profile – stats for shooting accuracy (ACC), fighting intelligence (INT), reaction time (RCT), and aggression (AGG) and their rank, which can be anything from rookie up to squad leader.

The list of soldiers may be longer than the dozen names visible on the screen. You can use the scrollbar and buttons at the right hand edge of the list to look down the full roster of names.

Some of your soldiers have medals next to their names. They show that a soldier has outstanding ability as a sharp shooter (SS), a great thinker (GT), has lightning reactions (LR), or is an out and out berserker (BZ).

If you keep clicking on other names in the list you can review the profiles of each soldier without selecting them.

Picking your people

As there is only room for 4 soldiers on the transport shuttle that takes your troops to the dropping off point, your squad is limited to this size. But you don't have to fill up all of the places if you think that a smaller group stands a better chance of going in undetected. The 4 boxes down the left hand side of the screen show the troops that you've picked for this mission so far.

If you want to pick one of the soldiers you've looked at, choose their name from the list, click on one of the empty boxes down the left hand side of the screen, then click on the box in the top right quarter of the screen. The soldier's details will appear in the empty box on the left hand side. If you change your mind about a particular soldier, you can put him/her back and make way for someone else. Just click the right button on their details shown in the boxes down the left hand side of the screen.



You must have a squad leader amongst your chosen troops to head up each mission. Squad leaders are vital to your success. If you manage to kill all your squad leaders, you won't be able to blast off into another battle and the game will be over. If you succeed in getting some of your soldiers through a mission without getting them killed, they will eventually progress up the ranks towards squad leader. The more able the soldier and the better they perform, then the quicker they rise up to the rank of squad leader.

The person for the job – a few tips

If you're embarking on a stealth mission, choose soldiers with a low level of aggression. You don't want any of your team running off and starting a fight while the rest of your troops creep through the shadows. Equally, you don't want any of your men hiding behind you when you're trying to stand your ground, so choose more aggressive men for defensive missions. A good rule would be to pick troops with high levels of intelligence, accuracy and reaction. Of course, anyone who's stupid or weak could be used as a sacrificial lamb and sent in to engage a tough opponent.

ARMING YOUR SOLDIERS – EQUIPMENT

Every soldier is given a standard issue machine gun, however this is the least efficient weapon in your arsenal. It comes with an unlimited supply of ammunition so your squad will always be able to fire back when attacked. A bad workperson always blames his tools. So don't give your troops any excuses, make sure you give them the tools to do the job.

Pick the **Squad selection** monitor on the main command console and click on the **equip** button on the top right of the screen. The list of soldier's names is replaced with the inventory of weapons in the arsenal. The soldiers you've chosen still appear on the left of the screen. The list of weapons may be longer than the dozen that are visible. You can use the scrollbar and buttons at the right hand edge of the list to look at the full arsenal of weapons. The digit to the right of each name shows how many of that particular weapon are still left in the arsenal.

There is a limit to what each soldier can carry and this varies according to their rank. The two digit number below the soldier's rank shows how much he/she can carry. This number goes down as you give



him/her more weapons and reaches zero when they can't carry anymore.

If you click on the name of a weapon, the details and weight appear in the box at the top right quarter of the screen.

When you've decided on a weapon, choose the weapon from the list, click on the left of the screen and pick the soldier that you want to give it to, then click on the picture of the weapon in the top right quarter of the screen. A small icon of the weapon appears underneath the soldier you have given it to. If you want to put back one of the weapons, just click the right button on the small icon to return it to the arsenal.

The weapons fall into two distinct groups, those that run off energy and those that require ammunition. The energy based weapons charge up from energy stores that each soldier carries in his armoured suit. Weapons that fire ammunition come with a limited supply and this might well run out before the end of the mission. The energy stores will also run out through excessive use or damage to the soldier's suit but there are charge up points located inside the missions to replenish the energy levels.

The full list of weapons appears on the reference card.

Some weapons are suited to a particular type of mission. The more destructive weapons, such as the sentry guns and laser burst launchers, are great for defensive and attacking missions but would bring out swarms of enemy soldiers in a stealth mission. The stasis weapon that disables the opposition quietly and mine launchers that have a delayed explosion are recommended for more covert operations.

When you have finished, click on the **exit** button at the bottom right corner of the screen. This will return you to the mission command console.

TRAINING YOUR TROOPS


You can improve the odds by sending away your young prospects for training.

They will gain in ability and be able to shoot straighter and react more quickly to the opposition. As your soldiers progress through the missions new weapons will be developed and training is given. These young trainees will be mentally better equipped for battle and this should help them progress faster up the ranks, if you can manage not to get them killed.

Go back to the mission command console, and pick the **training** hot spot. The left hand side of the screen shows the names of the soldiers who are undergoing training but it will be blank if they are all ready for active service. If there are soldiers training, the single digit below the rank and to the left of their names will show the number of missions that each soldier still has left to run on their current training session.

The right hand side of the screen shows a list of soldier's names who have not been picked for battle and are not already busy training. The list may be longer than what's visible on the screen. You can use the scrollbar and buttons at the left hand edge of the list to look at the rest of the soldiers. The names of the soldiers are accompanied by the rank on the left and a single digit to the right. This digit shows the number of missions that the soldier will be sent





away for training. Either side of the digit are two buttons, the left button decreases the duration of the training by one mission and the right button increases it by one. If you decide to train up one of your soldiers, set this digit to the duration of the training session. If you change your mind about sending one of your soldiers off for training, set the number back to zero. Their training session starts at the same time as the next mission, so be careful not to send away any soldiers for a long time if you need them for the next mission. Once they are off training, you won't be able to call them back. Even if your squad gets wiped out and they're the last ones alive.

Trainees benefit from their colleagues who join them in training. The quality of training for the new recruits improves when they are accompanied by a senior ranking soldier. It's sometimes a good idea to release one of your squad leaders for training so that they can train up your rookie soldiers in much less time. But, please keep in mind that your senior soldier will not be available for duty until they finish their training. Places are strictly limited to a maximum of 10 soldiers in training at any one time, so don't leave it too late.

LOTS OF OPTIONS

At some stage in the game you might decide that you should save your current progress in the game so pick the **Options** hotspot from the mission command console.

The options monitor lets you alter the **sound** and **display** settings, record the status of your game, and either restart the game at the beginning or leave it entirely.

You can adjust the volume of the music and sound effects using the two slider bars. The slider bars have two buttons at either end and a button in the centre. Click and hold the left mouse button on the button in the centre, then move it to the new setting.

You can also adjust the mouse sensitivity using the other slider bar. This affects the movement of the pointer. A low setting means that you have to drag the mouse a long way to move the pointer on screen. The high setting makes the pointer travel much further for the same mouse movement.

The sound channels controls the level of sound detail in the game. You might want to lower this setting if the game starts to run slowly on your machine.

The option marked as **Cut Scene FMV** controls the display of video sequences before the start of each mission. The FMV will be played when this option is switched on. The **Control Screen FMV** option switches on the short video sequences that tie together the display of the mission command console to each of its monitors. When this option is off the short FMV sequences will not be played. This makes stepping between the monitor screens and the mission command console much quicker.

The option marked **High Resolution Graphics** controls the size of the game display. When this is switched on the screen size during the missions will be set to the high resolution display setting at 640 x 480. If this is switched off the screen size will revert to the standard size of 320 x 200. You might not be able to switch this on if your computer cannot display the high resolution setting.

If you click the button labelled **Quit to Dos**, the game will finish and shutdown. If your computer is running DOS, then it will return to the MS-DOS command line, or if your computer is running Windows 95, it will return to the Windows desktop.

The **Quit to Titles** button takes you back to the main **GENDER WARS** screen so that you can restart the game from the beginning.

The remaining two buttons control the storage of games. If you click on the **load game** you can resume a game that you have previously saved. The screen shows 8 names, each of which can hold a previous game. Click the left mouse button on one of these names and click on the **exit** button. You can now continue from the mission where the game was saved.

You can record your current position in the game using the **save game** button. If you click on the button the screen will show 8 boxes, some of which may contain the names of previous games. You can either overwrite an existing saved game or use an empty box. Click the left mouse button on your chosen box. A flashing cursor appears in the box you have selected. Press the backspace key on the keyboard to delete the letters if there is already a name in the box. Then type in the name for the new game and then click on the **exit** button. You can come back to this saved game later and continue just where you left off.

INSIDE THE MISSION

By now, you will have listened to the briefing and chosen your tactics, picked your troops, armed them with weapons, and sent your young hopefuls off for training. Now it's time to get down to business. Go back to the mission command console and pick the **enter mission** hot spot. This will take your soldiers into the shuttle craft, where they will travel to the dropping off point, disembark and make their way to the lift shaft. The shuttle craft will return for your troops at the pick up point back on the surface.

All of the action takes place in the underground cities. Conventional wisdom went along the lines of saying that cities built underground would be safe from air attack and easier to defend against invading forces. You're here to prove that wrong. So primed with the notes that you made during the briefing, you should be up and running in search of your primary objective. The reconnaissance information should make it easy to pick out the targets and complete the mission. Easy, except for the unwanted attentions of the enemy.

The Control panel

The control panel is a major asset to playing the game as it gives you greater access to your troops on the ground. It's split into 5 separate sections that let you select and view the status of your soldiers' energy levels, vital signs, team groups and weapons. The bottom 4 sections of the panel can pop down and pop back up to give you full view of the mission. If you need to access the functions on one section, just click on the title. Click on the title a second time, to retract the section back up into the panel.

The panel's functions and operation is explained on the reference card.

The weapons panel holds the status of all of the weapons that the soldier is carrying. You can select two weapons for the soldier, a primary weapon and a secondary weapon, which they can use directly. If you want to use any of the other weapons they're carrying, click on one of the weapon icons to replace either the primary or secondary weapon with your new choice. A left mouse button click selects the primary weapon and a right button click selects the secondary weapon. Your soldier may be carrying more weapons than are visible in the panel. Click on the two arrows to the right of the weapons section to scroll through the full list of weapons. The icon to the right of each weapon indicates what powers it. A double loop shows that the weapon has an unlimited supply of ammunition, a electric blue blot indicates a weapon that is powered by the energy pool, and green digits give the number of shots left for a weapon with limited ammunition.

The squad section of the panel lets you control the individual soldiers and build up formations and groups of troops. You might want to split up and control a smaller set of soldiers as some parts of the missions may need extra careful control of two separate groups of soldiers. To help you do this, you can split the troops into two separate groups and direct the first groups to one destination and the second group to another. A full explanation of group building is given in the reference card.

This section shows the names of the soldiers in your squad. You can change to controlling a soldier by clicking on the box to the left of his/her name, and the details will appear in the top 3 sections of the panel. The row of 4 numbers across the bottom of this section signifies the different groups or formations within the squad.

The reference card explains group formations in more detail.



Strategy

You have direct control over the actions of the soldiers who are in the group that you've currently selected. The other soldiers act on their own initiative when you aren't instructing them. The profile of stats for these soldiers govern their behaviour, most notably aggression and intelligence. The two extremes on the scale of aggression include those that will run off and shoot anything that moves and those that stay back and pick off the targets as they come towards them. Whereas the less intelligent soldiers won't stick close to the leader and will tend to lag behind or wander into the line of fire.

You can give orders to your troops to control their behaviour. Any of your soldiers who are not under your direct command can be instructed to carry out manouevres that vary from an outright attack to a strategic retreat. The reference card explains squad orders in more detail.

You should put at least one intelligent soldier in each group. If you don't then it's likely that the whole group is going to be left to the mercy of the enemy. Which is not the most sportsperson like thing to do.

The game is primarily about completing the objectives that were laid out at the briefing. However, the tally of kills is also kept and shown during the debriefing session after the mission. Soldiers who have performed well will be rewarded with a new and higher rank. The soldiers' stats will also be improved after a successful mission, so that next time they should be even more lethal against the enemy. You want to get your squad through the mission with little if no casualties and complete all of the objectives. Then keep going on to the next mission. The game is not won until all of your missions are complete and the enemy has been destroyed.

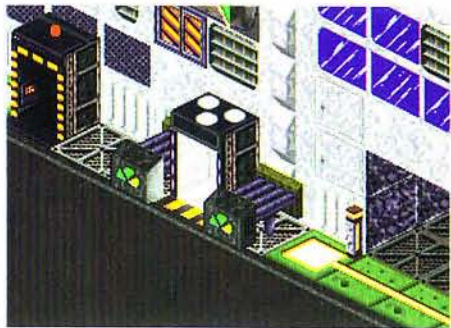


Things to look out for along the way

Recharging points are invaluable when your soldiers are low on energy. Just walk in, charge up and go.

Lifts have a button at the top and bottom so that you can call and stop it at your floor. You will need to be standing close by the button to operate it. The pointer changes shape to indicate the hot spot for the lift button. Click on the hot spot to call the lift. When the lift stops, move the pointer onto the yellow foot plate and click the left mouse button. The lift will start moving when you're on it.

Sliding doors are controlled in a similar manner. Click on the button to open, then click on the button inside to close the door. Sliding doors are often used on the main lift to and from the surface.



The walls surrounding the next room disappear to reveal the inside of the room. The walls will reappear when you leave.

If you find an abandoned tank you can climb inside and drive it around. When you see one, just move the pointer over the top of it and click the left mouse button. Be careful to check that there aren't any enemy soldiers inside. They might start shooting as you walk towards them.



Watch out for the soldiers' pill boxes. Take cover if the warning light on top starts flashing as this signals the imminent arrival of enemy soldiers.

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