

MEGA LO MANIA™



ENGLISH

Sensible
SOFTWARE

Imageworks

MEGA^{LO}MANIA

Presents

MEGA^{LO}MANIA™

by



"The big talking God game for Megalomaniacs of all ages"

Credits

MEGA lo MANIA for the Atari ST and CBM Amiga by
Sensible Software.

Programming by Chris Chapman.

Extra Programming by Chris Yates.

Graphics by Jonathan Hare.

Additional graphics by Alan Tomkins.

Title Graphics by Jo Walker.

Music by Michael Burdett and Richard Joseph.

Featuring the English Voices of John Green, Anna Bentink
and Jams O'Donnell.

Audio Co-ordination, Coding and Sound FX by Richard
Joseph.

Game Design by Jonathan Hare and Chris Yates.

Additional Game Design by Chris Chapman and Tony
Beckwith.

Documentation by Tony Beckwith and Jonathan Hare.

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A biography of Sensible Software by Ciarán Brennan, editor of *The One* magazine.

Just who are those mysterious strangers who go by the name of Sensible Software? Where have they come from and, more importantly, where are they going? And even more importantly, when are they going to pay me that fiver they owe me?

In answer to the first part, Sensible Software are Jon 'Jops' Hare and Chris Yates – one of the greatest programming duos to develop a game for any computer . . . ever. And that's official! After all, who else could have come up with such classic 8-bit budget joystick wagglers as *Escape from Sainsburys* (which remains sadly unpublished), *Sodov The Sorceror* (released by Bug Byte) and the infamous *Twister - Mother Of Charlotte* (from the house of System 3) ?

Over the years, there have been many stories about how this remarkable pair came together, but the truth is that they first met on a train on the way to a Rush gig in 1981 (Rush, by the way, are a bunch of long-haired Canadian rockers who make records that you couldn't dance to – even if you wanted to).

So impressed were the young lads by the length of Rush's hair (and the tightness of their trousers) that they immediately decided to form a band of their own – thus was born the legend known as Hamsterfish . . . and then Dark Globe . . . and then Touchstone . . . and then countless other names, all equally as useless.

No matter what they were called though, none of these musical incarnations was ever very successful. "We did lots of gigs," says Jon, "but no-one ever came to any of them." "That's not true!" Chris interrupts, continuing: "Julian Rignall did . . . once."

It was about this time that the boys realised that they'd never have more than a cult following in the music business, so they decided to write computer games as the next best thing.

It was just one of these harmless hobbies – gambling – which gave the pair their most exciting moments of last year. Following a computerised prediction of World Cup Italia '90, the pair placed £110 on Cameroon at odds of 500-1 (work it out for yourselves) and then had to sit through a Summer of agony as the African heroes caused shock after shock before finally being swizzed out of a result by the "cheating English bastards".

Sensibly enough (ho ho!) the boys have put this disappointment behind them and – following *Wizball's* claiming the *Zzap! 64* 'Game Of The Decade' award – are now looking forward to "another 100 years of Sensible games."



MEGA^{LO}MANIA™

MEGA^{LO}MANIA

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There is always an air of excitement around the universe just before the birth of a new planet. New land to explore and plunder, new resources to exploit. But the dawn of a new civilisation is something even more alluring to those insatiable megalomaniacs who care about such things. For many of them it is their once in a lifetime opportunity to achieve the supreme power and immortality they so crave.

Why? Because for every new civilisation there has to be a new god to oversee them. And for every god there is guaranteed supremacy for all eternity.

It is no wonder then that the battles to win such godships are often excessively fierce and always very bloody. But luckily for the contestants the blood spilt is not their own but that of the human 'pawns' that act as playing pieces in their evolutionary war game. The winner of which will receive that ultimate and elusive prize of eternal godship.

This game they play is a curious one, it is a game they call MEGA lo MANIA - 'the game of the power crazy'.

The arena is the vast glass orb at the top of the universe in which all new planets are conceived and nurtured, the field of play is none other than the embryonic planet itself.

And from the massed throng of egocentrics, would-be gods and all round nasty pieces of work that are by now surrounding the planet. There will eventually emerge, through not entirely democratic election, the four most suitable contenders. By the end of the contest one of these will have achieved immortality.

Each of the four contenders is then appointed as the controller of a race of people. It is the objective of each leader to annihilate the opposition in battle. After the final battle is won the victorious team will assume total control as the only race the planet will ever know and the planet itself will revert to its normal course.

Meanwhile the controller of the victorious team will be crowned as their one and only god. Forevermore given the power to create and destroy at a whim. To dream up sunkissed beaches and unleash colossal volcanoes. I wonder is there any greater pleasure?



Introduction

MEGA lo MANIA

MEGA lo MANIA is a game where the player chooses to be one of 4 would-be-gods, each seeking to gain total supremacy over a planet. Each of the 4 would-be-gods controls a race of people (his team) who slowly advance in weapon and defence technologies (from cave men, through the middle ages, the Victorian era and on to present day nuclear weaponry and beyond) and fight each other for control of islands.

The player wins by taking control of all 28 islands situated around the planet surface. The first 27 islands are divided into groups of three - each group being known as an Epoch. The player may choose to conquer the islands in any order, but he must conquer each Epoch in sequence before he can finally fight the 'Mother of Battles' over the 28th island - known simply as MEGA lo MANIA. Only then will the player have achieved the ultimate goal of becoming the eternal god of this battle scarred planet!

1. STARTING UP

Insert the Boot disk. As soon as it has loaded, insert the **speech** disk and leave it in the drive for the duration of the game.

Note that MEGA lo MANIA will be supplied as one boot disk and one speech disk (speech disks being available for English, French and German!). The speech disk contains over 800K of super compacted speech data, recorded by professional radio actors in a professional sound studio especially for MEGA lo MANIA. At various points in the game, the voices of the opposing team leaders may be heard - they will reply to you if you try to make alliances with them and sometimes they may even ask you to make an alliance with them!

As well as this, MEGA lo MANIA also features the voices of your chief 'people' - a sector on the sector map will flash whilst the person is speaking to indicate where the report is coming from. The following people can report to you during any game:

Your Chief Designer (once a design is complete).
Your Laboratory Professor (once you've built a laboratory).
Your Head of Pit (once you've built a mine).
Your Sergeant Major (when one of your armies is attacking an enemy sector).
Your Home Guard (when one of your sectors is being attacked).
Your Receptionist (when the game is paused!).
Your Factory Girl (once you've built a factory).



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KEYBOARD CONTROLS (Atari ST and CBM Amiga)

ESC	- Quit	- One of the other team leaders will mock you!
P	- Pause on/off	- Your receptionist will put the game on hold for you!
B	- Mouse button swap	- For players who get things round the wrong way!
HELP	- Trainer mode on/off	- Icon descriptions are given for beginners.

GAME OVER AND SAVING/LOADING GAMES

Whenever you lose (or quit) an island, the game will be over. If you restart a new game, you will always start on the last Epoch that you played.

If you want to **SAVE** your game position, click on **OPTIONS** (on the island selection screen). From here, click on **SAVE** and you will be given a password - write this down! If you click on **LOAD** you can type in one of your old passwords and that game position will be restored.

NOTE: Whenever **SAVE** is used, it will only save your game position as if you had just entered that Epoch - in this way you can only save Epochs and not individual islands.

2. CHOOSE YOUR TEAM



After the initial title screens, you will see the four faces of the team leaders - one for each team colour - red, green, blue and yellow. At this stage you should select the team leader you'd like to be. The remaining three team leaders will become your computer controlled opponents.

3. CHOOSE AN ISLAND

On the next screen, you will see the three islands of the first Epoch. In the top left corner you will see a plan view sector map of the island being viewed. Your team leader's face is shown immediately to the right of this map. To the far right of him are shown the faces of the computer opponents who wish to contest this island. At the bottom-left of the screen, you will see the number of men at your disposal to conquer this Epoch - this is called your 'man pool'. You start the game with 100 men in your 'man pool'.

View any other island in the Epoch by clicking on it. Alternatively, you can click on the name of the island using either mouse button to rotate through the islands. Clicking on PLAY ISLAND will select the island being viewed for play.

4. HOW MANY MEN?



Decide how many men to put in your tower. You may use as few or as many men as you desire. To put men in your tower, click on the bright white '0' with the right mouse button. Clicking with the left mouse button will return them to the 'man pool'.

Once you are happy with the number of men in the tower, click on the sector in the sector map where you wish to place your tower. The contest has begun!

Remember any men not used on this island will be carried over for use on the remaining islands. Also, any men left over after conquering an Epoch, will be carried over to the next Epoch.

It is important to note that at the start of each new Epoch you are also given an additional 100 men.



HOW TO PLAY ALOHA

THE FIRST ISLAND OF THE FIRST EPOCH...

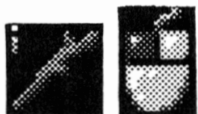


After you have selected which team you would like to lead, you will see Aloha of the first Epoch on the screen and already selected for you. If you click with the left mouse button on PLAY ISLAND you will start to play ALOHA. A number ('0' actually) will then be seen beneath the tower icon. Click on the number with the right mouse button and hold it down until the number has incremented to 70. If you overshoot, use the left button to decrement (70 men is a bit excessive at this stage just to complete the first island, but this section is written just to show you how to win ALOHA - not how to play it well!).

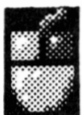
At this stage the computer opponent (there is only one on ALOHA) may have placed his/her tower in the sector map at the top-left of the screen. If the computer has done this then you have to place your tower in the 'other' vacant sector. If not, then you get to choose your sector first. Place your tower by clicking with the left mouse button on a sector.



- Click on the light bulb icon with the left mouse button to start designing.



- Click on the stick with the left mouse button to start designing a stick - this is a defensive weapon.



- Click on the number of designers with the right mouse button to increase the number of designers allocated to designing the stick. Hold the right mouse button down until the number of designers stops going up (it has now reached its maximum).



- You will see a clock counting down - the time shown, in minutes (in figures) and seconds (the blue part of the clock), is the time remaining before the stick design is completed (in realtime!).

- Wait for the clock to count down to zero. At this point the stick design is complete.

- Now click on the rock with the left mouse button. Using the same procedure as before, change the number of designers but this time only set 10 designers to design the rock.

- Now click with the left mouse button on the lightbulb (to return to sector control).

- Now click on the 'archer in the window' icon to deploy defensive weapons.

- You will now see the defensive weapon deployment menu. Click on the stick with the left mouse button (your icon should change).

- Place the icon on one of your tower turrets and click with the left mouse button to put a man in the turret.

WARNING: at this point you might be attacked (you'll see the enemy beam in and start throwing weapons at you). If this happens it is advisable to fill all of your tower turrets with defensive weapons and keep replacing them until the enemy retreats.

- To change the defender icon back to the normal icon, simply click with the left mouse button upon the stick (which now has a red OK sign beneath it).

- Now click on the 'big archer in the window' icon at the top of the menu to return to sector control.

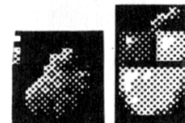
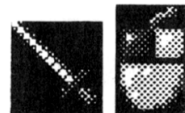
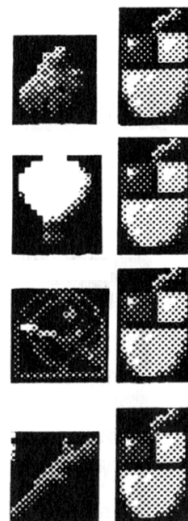
- By this time you should have finished designing your rock attacking weapon. If this has happened you will have heard the news, from your Chief Designer, and there will be no designers under the light bulb icon. If this has not happened yet wait a little.

- To send an army out to attack the enemy sector, click on the sword icon with the left mouse button. The attack menu appears. You should see the rock weapon that you have just invented

- Now click with the left mouse button on the rock and the pointer will turn into a sword. Hold down the left mouse button to add 'rock' men to your army until the maximum has been reached.

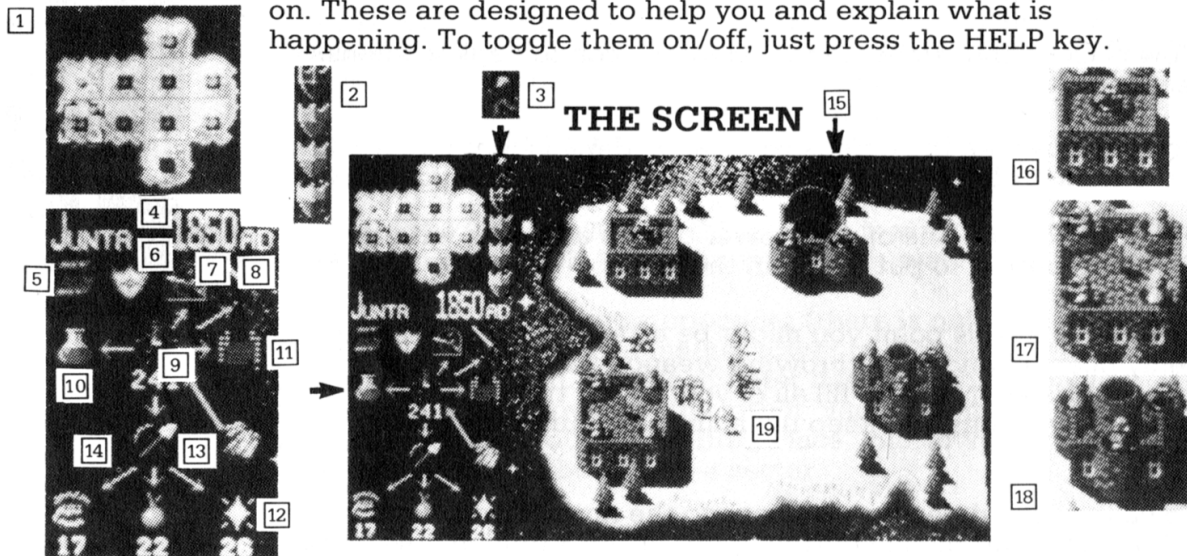
- Now place the sword icon on the enemy sector in the sector map and press the left mouse button to place the army. Hey presto! Your army will start to attack.

- If you have done all of this in good time then you should conquer the island!



QUICK KEY CONTROL GUIDE

This guide is designed to show you how to operate the menu's, icons and controls of the game without going into explicit detail. When you first start the game, the HELP windows are switched on. These are designed to help you and explain what is happening. To toggle them on/off, just press the HELP key.



- 1** The world map shows every sector on the current island and any towers or armies present in each one
- 2** Number of each player's soldiers currently in this sector. Clicking on the shield gives a detailed breakdown
- 3** Game speed indicator/control
- 4** Island name and the current tech level of this sector
- 5** Blueprints – shows you the “ingredients” you need to build any item you've researched
- 6** Displays charts showing the defensive state of each of your buildings in this sector. When the bar disappears, so does your building
- 7** Shows any defensive weapons you've invented and how many of each you can create
- 8** Shows any offensive weapons that you've managed to invent during the game
- 9** The number of currently idle men in this sector
- 10** This icon reflects the buildings present (in this case a lab). You choose which item to research there
- 11** When you have a factory, you can make advanced items by clicking this icon and choosing a design
- 12** If you've built a mine, these icons show the elements being mined and the number of miners
- 13** This element can be collected without a mine
- 14** Alters the number of men mining each element
- 15** The mine itself
- 16** The laboratory
- 17** Your tower for this sector
- 18** The factory
- 19** Some weapons need more than one man to operate – these three men are wheeling a huge gun about



In the top left of the screen is the plan view sector map of the island. Each island can be built up to a four by four sector grid. Each sector is either vacant or contains one tower and/or up to four armies (one for each team and up to a maximum of 250 men). Towers are represented by squares and armies by 'blobs' set around the towers - each army and tower flag is shown in its own team colour.

Coloured team shields, each representing one teams.

Clicking the pointer on a sector will bring it into the enlarged window on the right hand side of the screen with its relevant control menu being displayed in the bottom left of the screen (note the sector being viewed is highlighted on the sector map). The window shows the number of buildings and their types in this sector as well as a proportional representation of any armies camped outside of towers - animated battles are shown here too! A team only controls those sectors in which it owns a tower. Control menus are not shown for sectors that the player does not control.

If a team moves an army into a vacant sector, and the team is not allied to any other team, the army will start to build a new tower - the time taken to do this is shown in the bottom left of the screen. If a team moves an army into an occupied sector, it will attack any armies or towers belonging to any teams that it is not allied to.

Clicking on any team shield other than your own will attempt to ally that team with your own but there may never be a total alliance of all the teams. Shield colours show which teams are allied with whom. When trying to ally with a team, the leader's face will appear in place of the sector map, he/she will then inform you of their decision. And, sometimes the face of a team leader will appear to ask you whether you would like to make an alliance with his/her team. You can answer by clicking on YES or NO. To break off the alliance, simply click on any black shield.

A number shown next to a shield indicates how many men are in the army positioned in the highlighted sector. Clicking on any of these numbers will toggle full army statistic breakdowns.

Clicking on the 'little man' icon above the team shields, will make the game run faster. Use the right mouse button to speed time up and the left button to slow time down. Game time can run at 1:1 time, 1:3 time and 1:9 time.

Below the sector map, a date shows what technology level the selected sector has reached.



HOW TO OPERATE AND UNDERSTAND THE MENUS AND THE ICONS

Note: These icons will only appear if you need them (ie. the computer automatically removes 'redundant' icons from the main menu). Clicking on any sub-menu headings will automatically return you to the main menu.

**BLUEPRINT ICON**

Only appears once a design is complete. Click on it to view the list of inventions that you have designed. Clicking on an invention will show the amounts of each element it requires to be made. Clicking on the garbage can with both mouse buttons, simultaneously, will trash the current design.

**SHIELD ICON**

Always appears. Click on it to view the damage status for the walls of your buildings and the shields available to you.

Click on a shield (if it is in stock, or buildable your pointer will turn into a shield) and 'drag' it over onto a building to repair that damaged building. This method can also be used to shut down a tower when the technology level date reaches 2001A.D.

**DEFENSIVE WEAPONS ICON**

Only appears once a defensive weapon has been designed. Click on it to view the defensive weapons you have in stock - a yellow 'OK' indicates that you have the men and the elements available to make more of them.



From here you can click on a defensive weapon (if it is in stock, or buildable your pointer will turn into a 'defensive weapons icon'), 'drag' it over onto a building turret and place an armed man into the turret. If there is a man already in the turret, he will be given the new weapon and his old weapon will be returned to the defensive weapon stocks.

To return a turret man **and** his weapon to the tower, simply click on the turret with either mouse button at any time during the game.

ATTACKING WEAPONS ICON

Always appears. Click on it to view the attacking weapons you have in stock - a yellow OK indicates that you have the men and the elements available to make more of them.

It is possible to pick up and fight with 'unarmed' men if you have no weapons for them.

From here, start an army by clicking on a weapon (if it is in stock, or buildable then your pointer will turn into a sword!) decide on the number of soldiers by clicking on the number under the army icon. Now position the army by clicking your 'sword' pointer on a sector of the sector map in the top left of the screen - a 'blob' will appear on the map to show where your army's position.

NOTE: 'Air-based' weapons will follow a route directly to any sector BUT 'land-based' weapons may only move to adjacent sectors, OR to sectors adjacent to 'friendly' sectors which are, in turn, adjacent to their own sector.

To move an army from sector to sector, simply highlight the sector containing the army and then click on your army 'blob' with your right mouse button (you get a 'sword' pointer again and the 'blob' starts to flash to indicate that the army is about to be moved). Now, position the army, by clicking with the left mouse button on another, adjacent sector.

If the 'sword' pointer is blood-stained it means that your army is in the middle of battle and if you try to move it (ie. retreat) then it will suffer heavy casualties.

To move an army into one of your own towers, first move it to the same sector as the tower, pick it up as normal and then click with the left mouse button on the tower.

NOTE: As well as clicking on the sector map to pick up/put down men, it is also possible to pick up/ place men on the enlarged sector window on the right-hand-side. Use the methods described above but on the enlarged sector window.

INVENTION DESIGN ICON

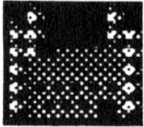
Only appears when designs are available to you. Any number beneath it shows the number of Inventors allocated. This icon changes to the laboratory icon when you've built a laboratory. Click on it to view the inventions available for design.

Click on a design to begin inventing it and then allocate a number of inventors to it.



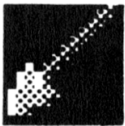
TOWER MEN ICON

Always appears. This icon (shown dressed in the era he represents) shows the number of men available in the tower. Any men left in the tower will automatically reproduce (because there are women in the tower as well!). The more men there are the faster they will reproduce. It is important to note that you can't click on this icon. At least one man must always be left in the tower.



FACTORY PRODUCTION ICON

Only appears when you've built a factory. Any number beneath it shows the number of Factory Workers allocated to it. Clicking on it enables you to manufacture designs that need to be factory produced. Click on a design to start manufacturing it and set the number underneath the crate to the number of units that you wish to manufacture (note: this is known as a production run). Finally allocate a number of Factory Workers to the production run.

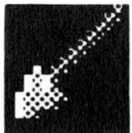


ELEMENT ICONS

Elements are used in your designs. More elements become available as you gain an open cast mine or build a deep pit mine through technological advancement. The number beneath an element shows the number of Miners allocated to mining it. Click on an element icon to view the quantities (in blue numbers) of the elements in the sector and the numbers of Miners allocated to mining each one. You may increase or decrease the number of Miners here.



NOTE: A hand icon next to an element indicates that the element is gathered automatically by any men left in the tower (when they're not busy reproducing that is!). If an element can no longer be mined then no Miners can be allocated to it.



MINING ICON

Only appears when you start open-cast mining or when you've built a deep pit mine. Click on it or any element icon to view the quantities of elements in stock.



BUILDING ICONS

Only appear when you are able to build a Factory, a Laboratory or a Mine. Any number beneath indicates the number of Builders allocated to building. Click on any one of them to view the progress of your building work and alter the allocations of Builders.

Note: Allocations of Inventors, Factory Workers, Miners and Builders can all be altered from the main menu via the numbers beneath the icons without having to enter any of the sub-menu's.

RULES AND GUIDELINES WHEN USING ANY OF THE MENUS OR CONTROLS

Bright White numbers - These numbers can be altered by pointing the mouse pointer at them, decrease them by clicking the left mouse button or increase them by clicking the right mouse button.

Dark White (grey) numbers - These numbers are for information only and cannot be altered.

Yellow numbers - These numbers or an 'OK' symbol show that the icon above them is selectable for use. Once selected the cursor will change.

Red numbers - These numbers only appear once a yellow number has been selected as described above. To return the cursor to normal and deselect the current option, click with the cursor on the red number.

Blue numbers - These numbers represent the number of tonnes of an element in stock.

Tasks - When men are being allocated to a task, a clock is shown next to the task indicating how long the task will take to complete (realtime). The blue segments of the clock indicate seconds remaining and the number under the clock represents minutes remaining. The more men you allocate to a task, the faster it will be completed.

Green arrows - These point from gatherable elements to the tower men to show that this element is being gathered automatically.

Grey arrows - These show that any men available in the tower may now be allocated to the task to which they point.



MEGA^{LO}MANIA™



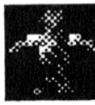


- AN IN-DEPTH GUIDE

This section of the manual describes gameplay. To find out how to access menu's and operate icons you should read the Quick Key Control Guide in conjunction with the following sections.

THE TECHNOLOGY LEVELS

Every sector within an island has a technology level. When you start playing an island all the sectors are set on the same date and every team begins at the same technology level (see below).

There are 3 islands in every Epoch, the first three being called Aloha, Bazooka and Cilla and continuing in alphabetical order. There is a last island called MEGA-lo-MANIA which is played somewhere in the distant future. In Epochs 7, 8 and 9 it is possible to put men into suspended animation for later use in this, the Mother of Battles.

Epoch	Starting Technology Level
1	 9500 BC
2	 3000 BC
3	 100 BC
4	 900 AD
5	 1400 AD

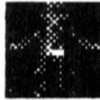


Epoch

Starting Technology Level

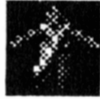
MEGALOMANIA

6



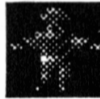
1850 AD

7



1915 AD

8



1945 AD

9



1980 AD

Mother Of Battles

?

(Somewhere in the distant future!)

When you first start an island allocate some men to begin inventing a design. Designs come in three categories - tower shields, defensive weapons and attacking weapons. Each invention is made out of elements which your men either gather locally or mine out of the ground (more on this later).

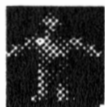
Each island can yield a maximum of twelve designs (four for each category), starting from the three designs that correspond with the islands initial technology level and followed by the next 9 designs as set out in the following table:



Technology Level

Attacking Weapons

Defensive Weapons



9500 BC



Rock



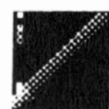
Stick



3000 BC



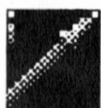
Small catapult



Spear



100 BC



Pike



Shortbow



900 AD



Bowman



Boiling Oil



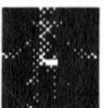
1400 AD



Giant Catapult



Cross Bow



1850 AD



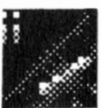
Cannon



Musket



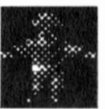
1915 AD



Bi-Plane



Machine Gun



1945 AD



Jet Fighter



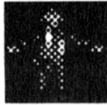
Bazooka



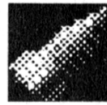
Technology Level

Attacking Weapons

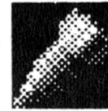
Defensive Weapons



1980 AD



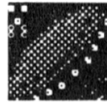
Nuclear Missile



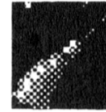
Nuclear Deterrent



2001 AD



Flying Saucer



Star Wars (SDI) Lasers

Shields are simply numbered 1 to 4 to indicate their strength in this particular island (as there can only ever be four shield designs in any one island).

To start inventing you should select a design and allocate men to it and the countdown clock will activate. The designs are shown in three columns - shields, defensive weapons and attacking weapons. The designs are listed in order of technology level. It is always best to select the least advanced designs first as these take less time to invent. You will notice that not all of the twelve designs for the island are available straight away.

NOTE: If you can't invent a design it could be because -

1. Your tower hasn't progressed enough in technology or
2. You don't have enough of the right elements in stock or
3. You may even need to build a laboratory before you can start inventing the design.

Designs with a small factory symbol in the top-left of their icon indicate that they must be manufactured in a factory once invented.



Your designs may take some time, in which case use the run faster icon if you want to speed time up but be sure to slow time back down again when the design is ready (or sooner if you are attacked!).



NOTE: If you choose to speed up time it will also speed up the actions of your opponents.

NOTE: If you come under attack whilst time is running fast the auto slow function will come into action and return the game to running at realtime.

Designs are only applicable to the sector they are designed in - ie. each design must be invented separately in each sector that you own.

Once a laboratory has been built, the laboratory professor will start to report to you instead of the Chief Designer.

As your people invent more and more designs in a sector, the technological ability in that particular sector will gradually advance towards the next technology level. When the sector advances you will hear the voice of the designer and you will see all of the buildings in that sector improve in sophistication. A sector can never advance by more than three technology levels per Epoch.

NOTE: Advances in technology levels only apply to individual sectors and not all of the sectors under the player's control. You must boost each sector's technology level individually by constantly creating new designs in each of your sectors.

NOTE: You cannot transfer designs from one of your sectors to another. This is because each sector has it's own unique set of elements to build its designs from. So a design invented in one sector may not be made from the same elements when it is invented in another sector.

Once your first design for a sector is completed the blueprint icon will appear on the control menu. Selecting this enables you to see what elements all of your designs are made out of. Some designs are described as 'ergonomically terrific' or 'pukka design' (depending on who is reporting to you) and this is indicated both vocally and on the designs blueprint list with a special hand icon. These designs are designs that are made out of the perfect combination of elements and, therefore, they take the least time to design.



ELEMENTS AND MINING

MEGALOMANIA

Now a little bit about elements. What are elements? Basically, all designs are made out of elements. Gatherable elements lay scattered across the countryside whilst other element types run in seams underground (some close to the surface, but most deep down). Each sector has it's own unique set of surface and underground elements. It is important to note that elements cannot be transported from one sector to another. In this way, a sector is semi-self-sufficient. Picking a starting sector with a poor set of elements can be a bad move and as soon as you discover this, it is wise to move on immediately.

Initially your people will automatically gather elements from the surface of the sector they are in.

However, once a sector reaches a technology level of 3000 BC, a large black hole will appear on the surface of the sector and any open cast, minable elements in that sector will become available. Unlike gatherable elements, Miners have to be allocated to mining these elements.

Even later, when a sector reaches a Technology Level of 900 AD, the player will have the ability to build a deep pit mine. Once you have built the mine (by allocating Builders to it - more on building later), even more elements will become available to you - once again you need to allocate Miners to mining these elements.



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Look out for these icons:-

Element Name



Wood



Rock



Bone



Slate



Moonlite



Planetarium



Bethlium



Solarium

Mining Type



Gatherable



Gatherable



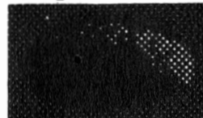
Gatherable



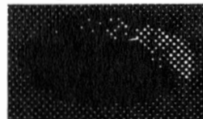
Gatherable



Open Cast



Open Cast



Open Cast



Open Cast



Element Name

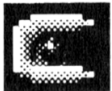
Mining Type



Aruldite



Herbirite



Yeridium



Valium



Parasite



Aquarium



Paladium



Onion



Tedium



Deep Pit



Deep Pit



Deep Pit



Deep Pit



Deep Pit



Deep Pit



Deep Pit



Deep Pit



Deep Pit



MEGALOMANIA

Element Name

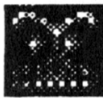
Mining Type



Moron



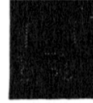
Maarmite



Alien



Deep Pit



Deep Pit



Deep Pit

After exhaustive mining, you will find that your elements start to run out - your chief miner will let you know when this begins to happen. If it does, no arrow (green or grey) will be shown leading to or from the element that has been exhausted, any miners allocated to it will automatically be returned to their sector tower.



BUILDINGS AND SHIELDS

MEGA^{LO}MANIA

As sectors progress in Technology Level you will have the option to build up to three external buildings as well as your tower - a deep pit mine, a factory and a laboratory. People can be allocated from your tower to work in these buildings as set out below.

From Technology Level 900AD you will have the option to build a deep pit mine (see Elements).

From Technology Level 1400AD you will have the option to build a factory. Higher Technology Level designs can only be manufactured in factories. Factory Workers must be allocated to work in the factory to manufacture these designs - each job is known as a 'production run'.

From Technology Level 1850AD you will have the option to build a laboratory. Really high Technology Level designs can only be invented in laboratories. Inventors must be allocated to work in this building to invent these designs.

Each of the external buildings, including the tower has a wall status bar. Each bar represents the damage status of the walls of each building. The bars will gradually go down as their respective buildings are damaged by attacking armies. If the bar for a building disappears then the building is destroyed and anything inside it or in its defensive turrets will be destroyed with it (including any designs, weapons, shields, elements and most of all - any men!). And, if it is the tower that is destroyed, any men remaining inside external buildings left standing will defect to the enemy army.

Shields can be built or manufactured to repair buildings. The higher the Technology Level of shield, the more it will repair a damaged building.

In the later Epochs, you can 'shut a sector down' by putting it into suspended animation - the relevant icon will appear on the shield menu and should be dragged onto the tower to be shut down. Any men put into suspended animation will be carried forward for the final island - the Mother of Battles. You may not shut down your last tower unless you have an army in the field - it is wise to keep a balance between the number of men you feel safe in shutting down and the number of men you retain in order to win the island.



To defend buildings, defending weapons can be set up in their turrets. From this position of height, defending soldiers can take the upper hand against any armies of equal Technology Level and numbers. The only drawback for defenders is that they are limited in numbers. Each building has a number of defensive turrets set upon it - only one defensive weapon may be slotted into each turret at a time. The tower has 4 defensive turrets set into it, the factory has 3, the mine has 2 and the laboratory has 1.

Each defensive weapon is operated by one soldier except for nuclear deterrents and SDI lasers which are unmanned.

At Technology Level 1980AD, nuclear deterrents become available. This defensive weapon can be placed in a turret (in any of your buildings) in one of your sectors and will automatically look out for incoming missiles. If it detects one, it will automatically fire at the sector the incoming nuke originated from - this really gives the enemy something to think about.

NOTE: that these are one-fire weapons only and are impotent against conventional attack.

At Technology Level 2001AD, defensive Star Wars (SDI) lasers become available. This defensive laser has two uses: (1) It is harmful against all forms of conventional attack; (2), It will automatically look out for incoming missiles. If it detects one it will automatically destroy it, however, the laser itself can only do this once as it will then overheat and destroy itself.



ARMIES

MEGALOMANIA

The following definitions shall be used when describing this section:

Friendly Sector = Any sector which contains a towers or army of your own or your ally(ies)

Enemy Sector = Any sector which contains a tower or army from a team that is not allied to you.

Neutral Sector = Any sector which doesn't contain a tower or army.

Each attacking weapon requires a number of soldiers to man it. Most of the early Technology Level weapons will only require one soldier but as the weapons become more sophisticated, more soldiers may be required to control each one. The number of soldiers is indicated by the Roman numeral in the top-left of each icon. Nuclear missiles are unmanned weapons and may only be fired one at a time.

When an army enters an 'enemy' sector, it will attack any army, any tower and any buildings that do not belong to the same team or any team not allied to it. Any men trapped inside any buildings that are destroyed will die! All allies in a sector will join you in an attack. The attack will continue until either side is totally destroyed or until one side totally withdraws (taking heavy casualties for retreating unless they are retreating into their own tower - in which case they take no casualties).

Destroying an enemy tower will bring the report that a sector has been conquered.

Unarmed men are very weak and are usually only moved around as armies to get them from one tower to another. When attacked, unarmed men can fight but they can only throw pebbles (which they conveniently find lying around on the ground!). Unarmed men cannot damage enemy buildings.

When an army enters a neutral sector they will attempt to build a new tower (as long as you are not in an alliance). Towers can only be built by teams who are NOT allied to any other team or teams. In this way, leaders are forced to break-off alliances in order to expand their empires.



MEGALOMANIA

When an army begins building a tower, a countdown clock will appear in place of the control menu, when the sector is highlighted. This clock indicates the time it will take to build the tower. If it seems to be taking too long, add a few more men and/or speed up the passage of time. Once a tower is built, the men in the army will automatically move themselves into it.

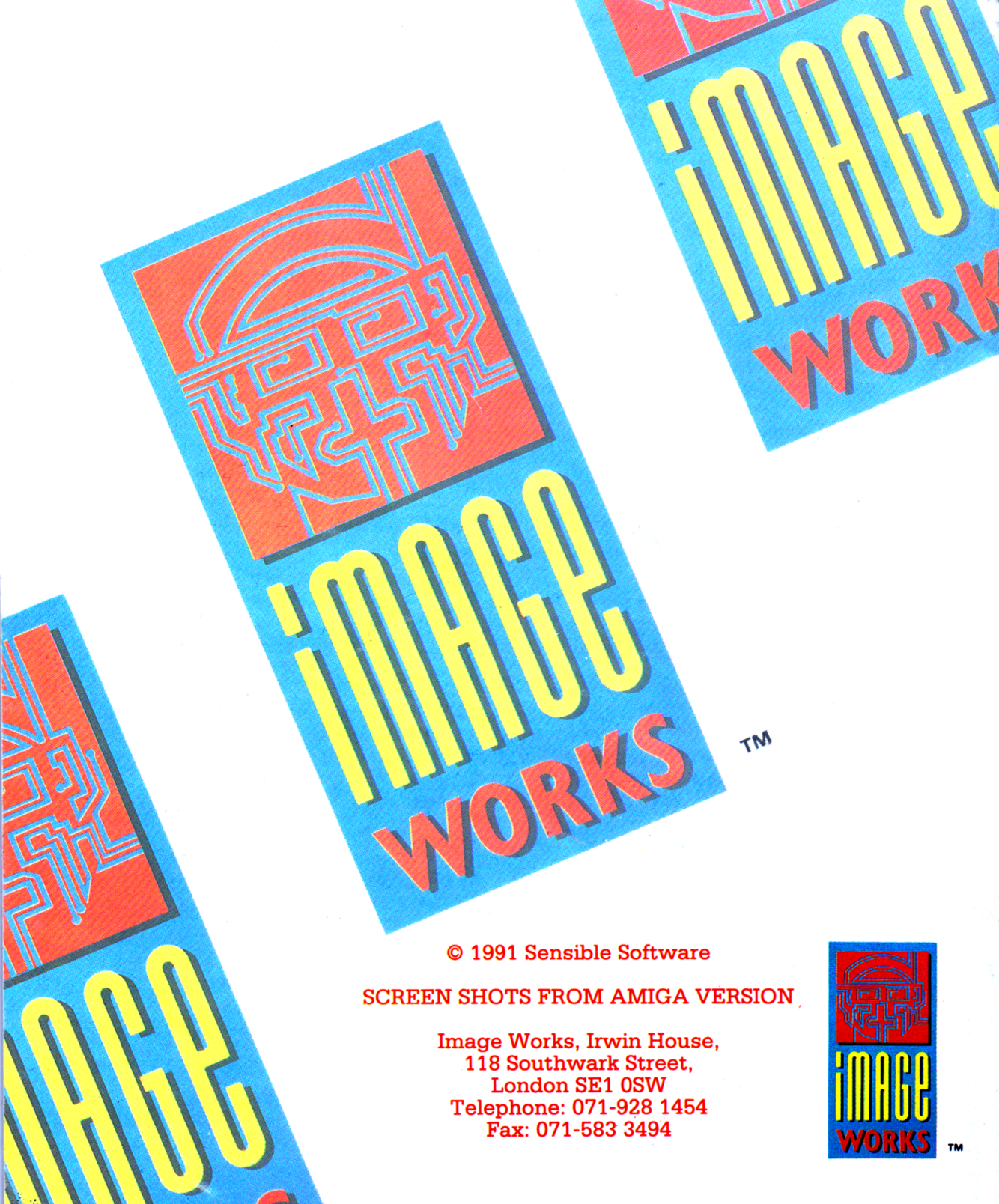
From Epoch 6, nuclear missiles are available. Nukes cannot be integrated with other weapon types and have to be sent separately one at a time. A nuke can be fired by building it as an army and placing it on any sector that doesn't contain one of your own towers or a tower of one of your allies. It should be noted that if a sector is hit by a nuke then the sector is totally and absolutely annihilated - nothing survives and the sector cannot be highlighted by the pointer. A large crater will appear in any sectors on the sector map that have been nuked.

THE MOTHER OF BATTLES

On the 28th island you must fight the Mother of Battles. This is basically a free-for-all pitched battle where all of the people that were 'shut-down' in the earlier islands are transferred forward and armed with laser blasters (no other weapons are allowed) for each team.

Before men are transferred forward into The Mother of Battles they are held in suspension inside a deep freeze cabinet, but when they are defrosted you will find that you lose some of them as this process is still undergoing technical difficulties! In other words make sure you 'save' as many men as possible!





TM

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SCREEN SHOTS FROM AMIGA VERSION

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