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1. Overview and Installation

What is Starsiege TRIBES?

Starsiege TRIBES is a unique first-person shooter set in the Starsiege universe. Combining breathtaking visual displays with seamless gameplay, TRIBES will revolutionize the world of multiplayer squad-level games.

With never-before-seen features like the "commander view," full support for team multiplayer games and worlds that stretch out for kilometers, TRIBES will revolutionize the way you look at and play first-person shooters.

Installation Instructions

Insert the Starsiege TRIBES CD-ROM into your CD drive. The Autostart program will automatically begin the installation procedure. Follow the instructions listed on the screen to install and begin playing Starsiege TRIBES.

System requirements and a troubleshooting guide are found in the "README" file on the TRIBES CD-ROM as well as the Starsiege TRIBES website at http://www.tribesplayers.com, in addition to an on-line manual containing the most up-to-date information about TRIBES setup.

2. Quick Start

Note: If this is your first time playing TRIBES, it is highly recommended you start by playing the single-player "training" missions in order to acquaint yourself with the controls and feel of the game. Once you feel comfortable enough to jump into a multiplayer game, follow the steps below:

- Dial up your ISP (Internet Service Provider) to get connected to the Internet.

- Open TRIBES, either by double-clicking on the TRIBES icon on your desktop or by selecting it from your START menu.

- Select the PLAY GAME button.

- Type in a name for your player and click on DONE.

- Click on the NEXT button in the lower right-hand corner of the screen.

- Select JOIN MULTIPLAYER. Click on NEXT when done.

- Select a server from the list that is not grayed out. The server list may take a few moments to appear. For the best performance, choose a game that has a green or yellow circle in the Connection Quality column. A red circle indicates that you may suffer from "lag." (see PING and Lag on page 33)

- Click on JOIN GAME to join the server.

- Kick some butt.

- You can disconnect from the server and quit from the game at any time by pressing the Esc key and choosing DISCONNECT.

3. Timeline and Fiction

Newblood
by Blake Hutchins

Minax Phasma III
Month of the Burning Swan,
3940 Old Earth Reckoning

"Pay attention, new-blood!" Minerva yells across your comlink. Too late, you spot the Blood Eagle hoplites waiting on the rise below. Instinctively, you cut power to your flight pack and plummet downward. A spinfusor disk slices overhead in a blue-hot whirl, instant death missing by an arm's length. Around you, your tribes-mates engage the scarlet-armored Blood Eagle in bright candle flare bursts of plasma and the

sharp, popping crackle of laser bolts. Someone to your left screams and explodes in white fire.

Remember your training, your father's voice whispers from memory, and you realize you must follow your lessons to the letter if you are to survive this day. This is no training game, and you're not facing the prospect of bruises or embarrassment. These are Blood Eagle, your people's ancient foes, and they will kill you if they can.

You fall through a deceptively peaceful blue sky toward rocky hills covered with the barbed, brittle stuff that passes for grass in this place. Dry alien air stings your nostrils despite the filter plugs. The sun is a distant white glow, and you hold the hard, reas-suring weight of a Telamonian-made minigun, multiple barrels poised to begin their deadly spin. The familiar tingle of a phased-shield aura across your skin indicates your Hoplite armor is active, but right now the nano-threaded polybronze breastplate and

greaves feel like small protection amid the chaos erupting around you.

Keep moving, Minerva told you as the warband's dropship creaked and rocked its way down from the blackness of orbit only a few hours ago. *It's the main thing that'll keep you alive -- that and not panicking! Trust your instincts, newblood! Phoenix knows enough scroffin' time's been spent developing them, ayia?*

Triggering your flight pack again, you arrest your fall with a jolt and swing the minigun at the foe. The

Telamonian's barrels blur; explosive flechettes shred alien soil into chaff around the Blood Eagle. The hoplites activate their flight packs, and they're agile enough to evade the brunt of your deadly spray. Only a few of your rounds hit, sparking harmlessly off the shield-reinforced crimson armors. A warrior in heavy Myrmidon-class armor simply stands there, grinning behind his transteel faceplate. You curse your poor aim, and land with bone-jarring impact in a soft crunch of dry pseudo-grass, your powerful legs absorbing the shock easily.

*favor swiftness and dar-
ing. The Diamond Sword,
who weave strategies of
shadow and steel. And
the Blood Eagle, butchers
who laugh in the face
of fire...*

Minerva swoops up on a
blue trail of phosphores-
cence and fires a brace of
grenades at the myrmi-
don. The Blood Eagle
warrior leaps ponderous-
ly aside, but the grenades'
staccato explosion swats
him away like a broken
doll and hammers you
back a few steps. A
Blood Eagle hoplite
scores Minerva with a
laser as she descends
onto the hillside. An

Your lessons. Yes, you remember how you sat with
the other children on the training ground of your
birthworld, listening to Old Kantele as he lectured in
his rasping whisper ... *There are only three foes wor-
thy of our mettle, young ones. The Starwolf, who*

instant later, you regain your balance and hose the
bastard down with your minigun. The Blood Eagle
staggers under the incandescent hail and falls as
your flechettes finally penetrate and find meat to
explode in. You have marked your first kill, and you

scream in triumph, but there's no pleasure in it. The
stench of blood and ozone and burnt flesh fills you
instead.

*It is better to die than suffer capture by the Blood
Eagle*, you once told your father's sister years ago.
She looked into your eyes serenely and replied,
*Ayia! Fear is their weapon, true. But you are of the
Children of the Phoenix, the first tribe, the eldest
tribe, the pure ones sprung from the Blessed
Harabec himself, hero of the Cybrid Wars, savior of
humanity. Such knowledge will spur you above fear.*

A couple of laser pulses hit you in the back, searing
even through the shield aura, and you grunt in pain,
but the armor holds. You look over your shoulder
and trigger your flight pack to thrust you into that
indifferent blue sky. Another bolt scorches a fur-
row in the ground under you, and you vector
toward the sniper, a female hoplite, emptying the
Telamonian at her as she tries to maintain cover in
the rocks of the hilltop. A bellyful of fear gives your
hands speed as you let the useless minigun snap
back to standby on the warharness while you pull
up your plascannon. The Blood Eagle raises her
longrifle too late as you drop directly onto her and
crash a boot into her faceplate. The next instant, you
unload white-hot plasma into her at point-blank

range. You can't even hear her scream under the
roar of the flames.

*Minigun. Longrifle. Disker. Grenade launcher.
Blaster. Hellshot. Lascarbine. Hawktorps.
Plascannon. Sword. Shockchain. Knife. Tetrahook.
Club. Hand. Foot. Teeth.* You've trained with all
these weapons since you were old enough to walk,
and their use is now deeply instinctive for you. Still,
you remember your father's words to you upon
Presentation after your received the Dragon Marks
of adulthood: Your life, too, is a weapon.

You land on your belly and skid down a slope in a
dry cloud of dirt, through charred patches where
blaster bolts scored the ground. Two Blood Eagle
peltasts snipe at you, first one, then the other, as you
scramble to reload the minigun with a second
ammo canister. Your shield aura won't hold much
longer, and you're bleeding from a half-dozen
minor wounds. The flamer is lost, dropped by the
smouldering remains of your last kill. Come on!
you pray. You've done this hundreds of times
before, under fire, underwater, in the dark -- *all in
training* -- but now your fingers can't get a good
grip on the canister. Then you fetch up against a
rock and the ammo's gone. Dust is everywhere. A
hyper-vee round whangs off your cuirass, and you

people cry out for vengeance, the elders said. The famed Scar Captain assembled a battalion of warriors to strike in retribution. You joined quickly, eager to serve your people and win glory in the eyes of Phoenix.

One way or the other, you're high in the favor of Phoenix today. One of the two Blood Eagle about to destroy you erupts in a spinfusor explosion, and the second one breaks off to meet the new threat. Harach'Xu. -- another newblood of your tribe -- salutes you as he skims by.

know you're going to die.

Two standard weeks back, the Blood Eagle dropped onto a world held by your people, slaughtering the populace and setting the flayed bodies of their victims on spears around their LZs. *The ghosts of our*

"That's three for me!" he calls with a grin, chasing the Blood Eagle into a gully with another spinfusor shot.

Even you, newblood, should be worth any four of these Empire-loving scrofs, Minerva joked as you

disembarked from the dropship. *I'll have four markers on my belt by moonsrise*, you boasted. She'd replied with a raised eyebrow. You know now you hadn't any idea what you were in for.

You grope for the ammo canister, find it, and slam it into place on the Telamonian with a sharp, metallic click. Relief fills you, but it's only momentary. The Blood Eagle peltast rockets back out of the gully with a minigun leveled and buzzing. Caught off-guard, Harach'Xu tum-

bles out of the sky in pieces. You leap aside as flechettes reach for you in a wake of fury. A quick thrust from your flight pack scoots you beneath the Blood Eagle peltast, and you open up with the Telamonian, but the peltast is too damn fast ...

You remember the bruises left by your weapons instructor, Azendai, and how he taught you to focus through the pain, to keep your attention on the target. *But never lose your awareness of your surroundings*, he would say. *Always know where the nearest ditch is, and grow eyes in the back of your head. The*
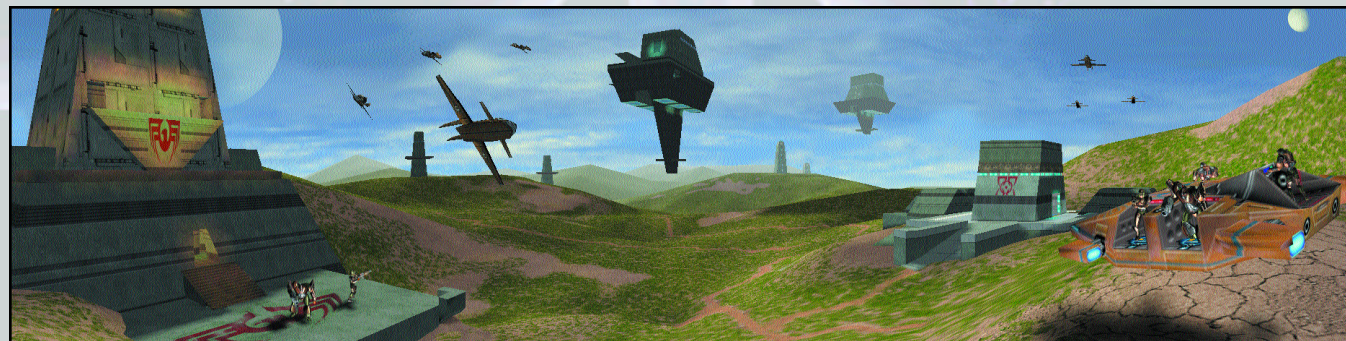
enemy does not forgive blindness or laxity.

"Left, newblood! Left, damn it!" Minerva's voice screams in your ear and you tear your gaze away from the peltast to see a battered scarlet myrmidon drawing a bead on you with something big and black. You roll up and boost hard for cover. The myrmidon sidesteps to avoid fire from Minerva as she pokes a longrifle over the crest of the hill and snaps off a couple of shots. The Blood Eagle peltast, her true target, never makes it to the ground. The laser pulses blow his head off neatly; the sudden blast of blood reminds you fleetingly of one of the roses in your mother's garden, its petals dissolving into gentle red mist. You glimpse the slumped body drifting downward on its flight pack's thrust as you drop over the rocky lip of the hilltop. A heartbeat

later, before myrmidon's rockets shatter the world and turn your day into night.

Dawn casts long shadows over you as the last warriors climb laughing into the dropships. Beyond the mobile landing pads, golden hills roll gently down to a calm sea. Your mother is there, and your sisters, offering you a luck gift: the blaster pistol your grandfather won from the Starwolf -- what? Two jumpgates ago? Three? You tell Mother not to bother, that you were killed on Minax Phasma III, but she just smiles. *You are of the Phoenix, my bright one,* she says. *We more than any other tribe return reborn from the ashes of defeat. Go now, and return.*

"We'll strip their armor after we've destroyed their

brethren," the Scar Captain orders in his gravelly voice. The Blood Eagle myrmidon's blackened corpse lies in a small crater at the foot of the hill. You rest your head on your knees while Minerva plays a knitterbeam over you. Your helmet lies nearby, blown off from the force of that last explosion. You're exhausted, your head hurts, and your burns pulse raw agony, but you're almost too tired to cry out, and pride keeps your teeth gritted. As the nanodocs do their work, blackened flesh flakes away to reveal pink new skin spreading across your wounds with incredible speed. The pain fades. You relax and stretch gingerly. Around you, Phoenix warriors reload their weapons and run nano-repair kits over their armor. The sight of their gleaming wingmask helmets fills you with resolve. Minerva grins and winks as she spies you clipping the Telamonian back onto your warharness.

"Welcome back ... warrior," she says, and tosses you your helmet. "Remember, you owe me two more by moonsrise, ayia?"

Tribe Descriptions

Children of the Phoenix

"Someday, perhaps, the tribes will be one again. Let us keep that flame burning. Until that day comes, we must remain vigilant against those who would extinguish the light and cast us into the darkness of anarchy."

– Renn Gistos yl-Harabec, Phoenix Prime

The oldest and most traditional of the tribes, the Children trace their ancestry back to the legendary Harabec, the immortal Phoenix. Their ultimate goal is reunification of all tribes under the Phoenix banner. The Children adhere to a body of custom called "The Tenets of Harabec" and expect other tribes to follow it as well.

Although the Children speak of peace among the tribes, they are warriors without peer, and finish their battles with terrifying finality. The Phoenix take pride in their elite status. And so far, no other tribe has succeeded in shattering that reputation.

They organize themselves into armies called Wings, regiments called Pyres, and squads called Flames.

On the Starwolf: *"They turn disadvantage to advantage, adversity into asset. A worthy ally and a dangerous enemy, they are yet too fond of roaming to accept the wisdom of our teachings."*

On the Diamond Sword: *"Everything is a question to them, a puzzle to solve, a mystery to unravel. But not everything is gray, and the Sworders lack the strength of conviction necessary to act decisively."*

On the Blood Eagle: *"Butchers united only by bloodlust and their preposterous claim to be the oldest tribe. How they have fallen from their noble origins."*

On lesser tribes: *"Those who join us are welcome. Those who choose otherwise will suffer. We can only hope to show them the truth."*

On the Empire: *"Let it rot in decadence and greed. Someday Phoenix will return, and we will raise something infinitely finer in place of mere Empire."*

On Immortals: *"Some deny that Harabec and other ancient warriors still walk among us. Fools! Have they not listened to the histories? The Immortals exist!"*

TRIBES

Tribe Descriptions

Starwolf

"Victory is within our jaws today. The Great Wolf walks with us this day, and those who fall shall walk with him for all eternity."
— *Viktor Abanath, Great Sergeant, Third Claw, Hepta Ourubis Pack*

The Starwolf tribe evolved from humble origins. But adversity bred strength, and the Starwolf eventually exploded into the tribal wars and carved out a large holding with predatory swiftness.

The Starwolf follow a shamanistic religion, with "The Great Wolf" as their tribal totem. Warriors who fall in battle are said to "walk with the Great Wolf." Starwolf holdings spread across vast regions of space, and Starwolf warriors are the first to explore new worlds and follow jumpgates into the unknown. This great dispersal makes massing large armies difficult, and so the Starwolf favor fluid, guerrilla-style tactics and mobility.

Starwolf organize themselves into Packs named for their world of residence. Packs are broken down into Claws, and then into Squads.

On the Children of the Phoenix: *"The Phoenix want everyone to suck up to them, but they'll never make us bow our heads. Never. We choose our own way."*

On the Blood Eagle: *"They favor slow and heavy fighting, which makes them our meat. Don't let them capture you, though."*

On the Diamond Sword: *"Too much thinking, not enough fighting. The quickest way through a knot is a sharp knife."*

On the Empire: *"Feh! Crabs. Crack their war machines, and it's all soft flesh inside."*

On lesser tribes: *"If they cross us, we cut them out of the herd."*

On Immortals: *"Make the sign of the Wolf when you mention Harabec. Not that I believe that scrof about Immortals, but you never really know, ayia?"*

Diamond Sword

"The sharpest sword cannot compare to the sharpest mind."
– Wylim Totoro,
Warrior/Philosopher

The Diamond Sword craft the most innovative and dangerous strategies of any tribe. They say the mind is the greatest weapon, and practice a philosophy derived from the Zen Buddhist teachings of ancient Terra. Tribe members tend to be enigmatic, even cryptic. When not fighting, they are usually meditating on obscure riddles. The phrase "talking to a sword" comes from the Sworders' reputation for answering with a question.

The Diamond Sword tend to rely overmuch on their elaborate plans. If caught unprepared (a rare event), they become surprisingly disorganized and vulnerable.

Diamond Sword forces fall into three main armies: the Unyielding Facet, the Reflective Facet, and the Pure Facet. A Facet contains from three to eight Bolts, which in turn contain up to fifteen squads called Blades.

On the Children of the Phoenix: "Their aim is true, but the distance is far greater than they think."

On the Starwolf: "There is a time to fight and a time not to fight. The Starwolf have yet to learn the second lesson."

On the Blood Eagle: "Their dark past devours their hearts."

On the Empire: "Hollow and blind, wrapped in the gilded veils and perfumed smoke of illusion."

On the lesser tribes: "In the forest there are many paths. Those without light lead to oblivion."

On Immortals: "They need to exist. Logic alone cannot answer all the questions of the universe."

TRIBES

Blood Eagle

"There's one simple rule in war: Win and live, or lose and die. If the other tribes are too weak, we'll carve the blood eagle on their sorry carcasses and carry the remains as banners into battle."
- Brakus D'Vehne, Blood Eagle Talon Prime

The Blood Eagle claim descent from an Order of Imperial Knights sent to conquer the tribes long ago. They maintain a formal military hierarchy marked by byzantine politics. Rumors say they maintain contact, perhaps even trade, with the Empire. Blood Eagle technology is the most advanced of any tribe.

In combat, the Blood Eagle are unmatched for sheer ferocity. They use the flayed bodies of fallen enemies as banners, follow a scorched earth strategy, and never accept or offer surrender. Despite their brutality, they follow a rigorous code of honor and are the most courteous of hosts during a parley. They never break their sworn word. Never.

Blood Eagle forces are precisely organized into Pennants, which are in turn broken down into divisions called Talons. Talons are divided into Squads. Most units use colorful titles, for example, the Second Pennant, Third Talon, is known within the Blood Eagle as "the Eviscerator Talon of the Wolfslayer Pennant."

On the Starwolf: *"Don't waste my time. I have a wolfskin rug in my quarters."*

On the Diamond Sword: *"Words make poor weapons. The sandrakers pose little threat with their mumblings."*

On the Children of the Phoenix: *"Dreamers easily placated with honeyed words. Beware, though, for they fight almost as well as we do."*

On the Empire: *"We remember our roots, and the Empire respects our strength. It's enough... for now."*

On the lesser tribes: *"Target practice."*

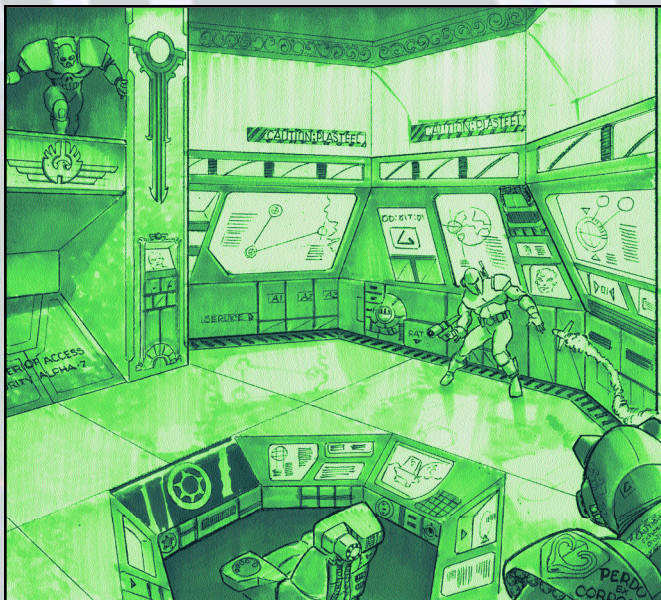On Immortals: *"Give me a break. My plascannon says no one's immortal."*

TRIBES

TRIBES Timeline

ca. 2832 — Starsiege ends.

2845 — Beginning of the *Chase*. Humans pursue defeated Cybrids to other star systems using new FTL technology.

3245 — Beginning of *Cyberstorm* corporate wars; discovery of first interstellar transfer conduit, or "jumpgate."

3289 — Discovery of first "meta-jumpgate," allowing travel over far greater distances.

3291 — *Cyberstorm* corporations battle for control of the meta-jumpgate.

3350 — Meta-jumpgate discovered to be part of a network of such gates. Beginning of the *Diaspora*, as humanity begins to spread throughout the galaxy. "Those Who Jumped," the first people travelling through the jumpgate, forsake the security of the Great Human Empire to journey into the unknown. These pioneers develop a nomadic tradition and find new pride in their ability to survive away from the trappings of civilization.

ca. 3400 — Settlers begin to refer to themselves as a "tribe," the *Children of the Phoenix*, claiming to follow the teachings of the renowned warrior Harabec Weathers, hero of the Cybrid Wars.

3450 — A powerful force of Imperial Knights, the Blood Eagle, appear in tribe space to "subdue" the *Children of the Phoenix* for the Great Human Empire. The conflict fractures the Children as groups break away to form their own tribes. This event becomes known as the Splintering.

3455 — The *Starwolf* tribe forms, supposedly from renegades of the *Children of the Phoenix* and *Blood Eagle*.

3480 — Tribal culture is now a perpetual state of war. *The Blood Eagle*, far from their home bases for decades, begin to consider themselves a "tribe." Finding Hercs impossible to maintain, they adopt the flexible armors used by the many tribes.

3530 — Formation of the *Diamond Sword* tribe under the tutelage of the Enlightened Master.

3641 — First Firetruce held by the *Children of the Phoenix*. They declare this event will take place twice each century on a planet chosen by the *Children*. The collective tribes gather on these worlds in an event similar to the ancient Olympics on Terra.

Much is accomplished. A convention of *tenets* is drawn up, and all tribes agree to abide by them.

3670 — Using innovative strategies and striking with precision and economy, the *Diamond Sword* rapidly carve out a large holding for themselves.

3741 — *Third Firetruce*: Whispers of the Empire battling some "scourge" abound, as Imperial advances
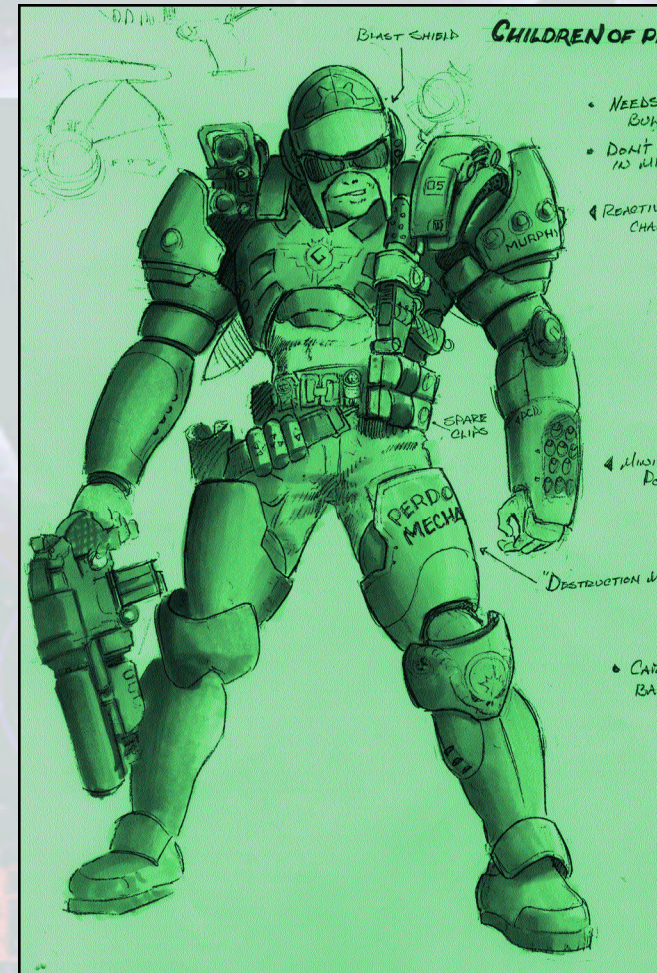
into tribal space falter and fade. It is a time of much prosperity among the tribes, and a lengthy period of peace ensues. Many smaller tribes fall back in line with the *Children of the Phoenix*.

3831 — Hector Komarosu, Great Eagle of the *Blood Eagle*, is assassinated. The culprit is never caught or identified, but the *Blood Eagle's* age-old nemesis, the *Starwolf*, are blamed.

3841 — The ultimate purpose of the *Firetruces* historically has been to try to reunite the tribes, but the harsh reality is that little progress is ever made toward unity, and splinter groups from larger tribes often take the opportunity to be recognized as independent tribes.

This year is no different, as the *Blood Eagle* leadership, still undecided, is unable to hold the allegiances of the *Wolfsbane, Excelsior, and Shadow Stalker* groups. Many skirmishes break out between *Blood Eagle* and *Starwolf* warriors. *The Diamond Sword* champion humiliates the chief of the *Gorgon Killers*. There is little peace at this "time of reconciliation."

3844 — Illya Ajax Konovalev is named Great Eagle of the *Blood Eagle*. The *Wolfsbane* tribe rejoins the *Blood Eagle*, but the *Excelsior* and *Shadow Stalker* tribes choose to remain independent.

3903 — Phoenix Prime Alexi Stefanos yl-Harabec, leader of the *Children of the Phoenix*, dies in his bed at the age of 106. His son, Renn Gistos yl-Harabec, is elevated to Phoenix Prime.

3904 — Alexandre Konovalev, grandson of Illya Ajax,
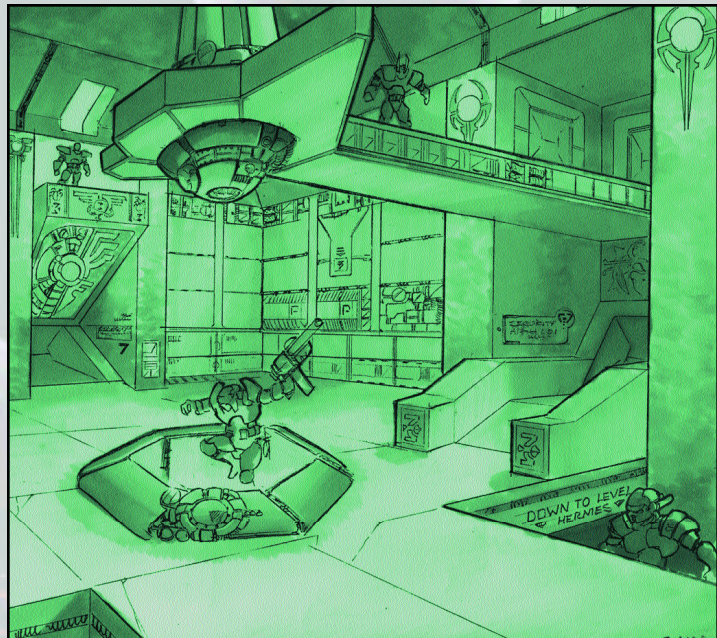
assumes the mantle of Great Eagle. In an effort to reconcile age-old differences with the *Starwolf*, he takes Freya Cloudchaser, daughter of a *Starwolf* chieftain, as his wife.

3905 — Birth of Ulysses Konovalev to Alexandre and Freya.

3922 — The *Starslayer* tribe settles on Theta Draconis IV after lengthy battle with *Diamond Sword* over possession of the planet.

3924 — The union between Alexandre and Freya decays to the point where she leaves him to rejoin her pack. Ulysses Konovalev takes command of his father's Marathon Pennant to recapture her.

3925 — Most of the Marathon Pennant dies in battle with the *Starwolf* Hepta Ourubis Pack. Ulysses Konovalev is not found among the survivors. An incon-

solable Illya Ajax Konovalev vows to destroy the *Starwolf* once and for all.

3925 — The *Blood Eagle* Wolfslayer Pennant, including the elite Eviscerator and Deathbringer talons, begins an offensive against the Starwolf holdings in the Hepta Ourubis system.

3929 — *Starslayer* tribe vanishes from Theta Draconis IV. No trace of the 100,000 tribesmen remains, and no clue sheds light on their disappearance.

3932 — *Blood Eagle* forces prevail in the Hepta Ourubis system following use of ecocidal weapons on Hepta Ourubis II. *Starwolf* losses are high, as the entire Ourubis Pack, nearly 80,000 strong, is wiped out. The *Starwolf* are outraged that any tribe would resort to using ecocidal weapons, outlawed for
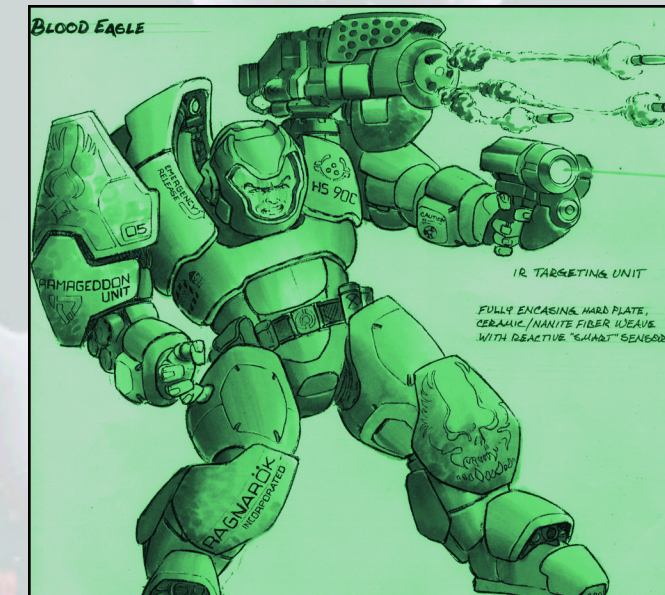
centuries, and call for all tribes to aid them in destroying the *Blood Eagle* once and for all.

3933 — Many *Starwolf* swear an Oath of Vengeance upon the *Blood Eagle*, declaring all-out war upon them. The *Children of the Phoenix* decline to enter battle but offer to act as judges and mediate the conflict.

3935 — First attempt at mediation by the *Children of the Phoenix* between warring *Starwolf* and *Blood Eagle* factions results in thirty-eight dead, over 200 wounded. The *Children* declare this outcome a "promising beginning."

3938 — Two full packs of *Starwolf* attack *Blood Eagle* holdings on Deus Sanguinus in a massive frontal assault, reportedly coming in under a flag of truce. The Red Paladin Pennant is wiped out to the last man and woman. Alexandre Konovalev is now being described as either "determined" or "insane," depending upon whom you talk to.

3939 — The *Children of the Phoenix* decide to use the now-dead world of Hepta Ourubis II for the next Firetruce. Both the *Blood Eagle* and *Starwolf* show little pleasure at this choice.

3940 — Rough census by the *Children of the Phoenix*

STAR WOLF

TRIM METAL IS SMOOTH

INSET METAL IS SLIGHTLY TEXTURED

HARD PLATE
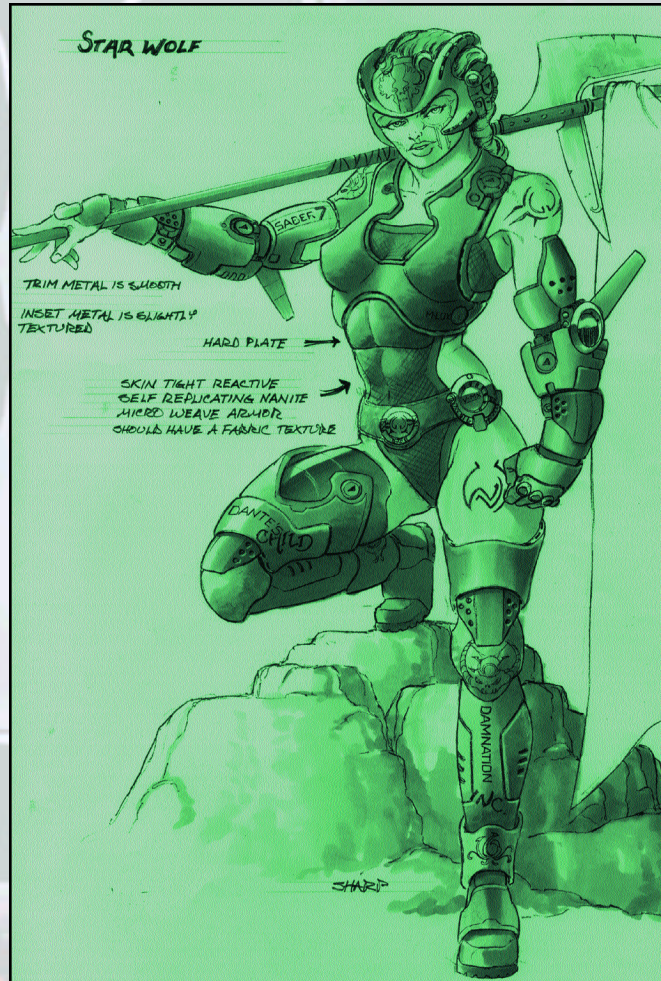
SKIN TIGHT REACTIVE SELF REPLICATING NANITE MICRO WEAVE ARMOR. SHOULD HAVE A FABRIC TEXTURE.

shows that of the hundreds of smaller, independent tribes, an "alarming number" have either allied with or agreed to non-aggression pacts with either the *Starwolf* or *Blood Eagle*. Already, the skirmishes have increased, and bloodfeuds grow more common. The Phoenix Prime is said to remark that "this path to unity would be a fearful one."

Even some *Starwolf* and *Blood Eagle* express reluctance to join in a total war. However, these voices remain a minority for now.

It is only one year from the next Firetruce, and the war between the *Starwolf* and the *Blood Eagle* threatens to drag all tribes into a maelstrom of war and destruction even as the Imperials begin to penetrate tribal systems. It is a time of great opportunity and a time of terrible reckoning.

4. Menu System

Menu System: From the startup screen, click on either the quick Start or Play Game buttons to start playing the game. Click on the Demo button to view previously recorded game demos. To go to the Starsiege TRIBES website, click on the Website button.

To chat in IRC, click on the IRC/CHAT button. To modify the game controls, click on the OPTIONS button. These are present in all of the menu screens. To quit out of *Starsiege TRIBES*, press the [icon] at any time. **Note:** This and all **PLAY GAME** screens will automatically default to the previous values that have been selected.

Play Game: Takes you through the SETUP menus.

Demos: Used to view movies taken of actual game play.

Website: Takes you to the Starsiege TRIBES website.

Quick Start

If you have played the game before, the Quick Start feature allows you to bypass some menu screens, saving time in joining or creating a game.

If you started a server last time, selecting QUICK START will take you to the HOST SERVER screen (see the

Advanced Reference section on page 61 on how to start a server). If you joined a server last time, you will be taken to the JOIN SERVER screen. If this is your first game, you will go to the PLAYER SETUP screen.

Demos

Selecting this button will take you to the DEMO PLAYBACK menu. This screen will display all currently saved demos. From here you can play, rename, and remove demos that you have recorded with the RECORD DEMO option. Select a demo you wish to view by highlighting it and press PLAY DEMO. To return to the MAIN menu, click on BACK.

Note: You may trade demos with your friends, but to view a demo of a specific mission you must have a copy of the mission(s) that the demo was recording in your mission folder. To remove a demo from the list, select it and click on REMOVE. To rename one, select it and click on RENAME.

To record demos, check the Record Demo box present in the JOIN SERVER, CREATE SERVER and TRAINING screens.

Website

Clicking on the WEBSITE button will launch your default browser and go to the Starsiege TRIBES website at http://www.tribesplayers.com. Here, you can find current information about the game, updates, message forums and other items of interest, as well as an online version of this manual and a troubleshooting guide.

Play Game
Player Setup Screen At the MAIN MENU screen, press PLAY GAME to go to the PLAYER SETUP screen.

If this is your first time playing TRIBES, a dialog box will appear, prompting you for a player name. Enter the name for your player, then click on DONE to continue. The dialog box will also appear if you select NEW to create a new player.

To remove an existing player, select that player's name from the player list and click on REMOVE, then press OK at the prompt to confirm.

Select either male or female for your player's gender by checking the appropriate box. Gender determines how your player will appear to other players in the game.

VOICE SET INFORMATION: When you issue commands, taunts, etc., this is the voice other players will hear. Select one from the ones listed. Press the SPEAKER button to hear a sample of the voice you select.

PLAYER SKIN SELECTION: Allows you to select a skin for your player. Select a skin from the pull-down menu. Some servers may not allow the use of individual skins. In such cases you will default to wearing the skin of the team that you join.

PLAYER INFORMATION: Real Name, E-mail, Tribe, Tribe URL, Chat Room, Other Info: This information can be viewed by other players from the server menu in the game. This is useful for setting up matches between tribes or finding your buddies.

The Custom Script field allows you to enter the name of a script file to be executed whenever you use this player. For more information on scripting in general, visit the TRIBES website.

If you wish to edit controls for your player, click on the OPTIONS button in the upper left of the screen. Once you are satisfied with your new control options, click on PLAY to return to the PLAYER SETUP screen (see page 61 for more information on customizing your control options).

Click on NEXT to continue to the next screen. To return to the MAIN MENU screen, click on BACK.
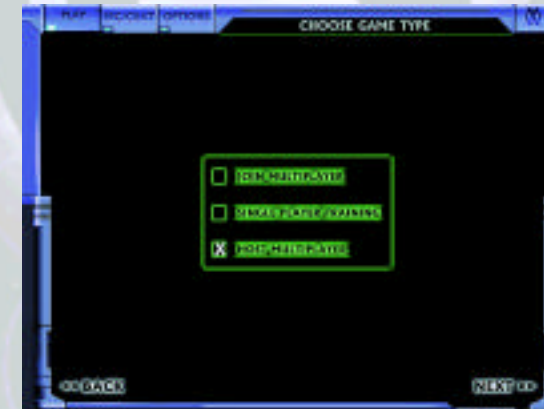
Choose Game Type Select the type of game you wish to play. You can select from joining a multiplayer game, single player training mission, or hosting a multiplayer game.

Starting a Training Mission To start a single-player training mission, select the SINGLE PLAYER TRAINING button from the CHOOSE GAME TYPE menu and click on NEXT.

You will be presented with a list of all the training missions in the TRAINING screen. Select a mission to get a brief synopsis of mission goals. To start a training mission, highlight the one you want to start from the list, then click on PLAY GAME. Click on BACK to return to the previous screen.

To record a demo while playing, check off the Record Demo box.

Joining a Multiplayer Game To join an Internet game, select JOIN MULTIPLAYER from the CHOOSE GAME TYPE menu.

To play a multiplayer game over the Internet you must be connected to your ISP (Internet Service Provider).

A list of servers will appear in the server list box. This list will automatically refresh upon entry. The process may take some time. It can be stopped at any time by clicking on the CANCEL button on the progress bar. Click on REFRESH to update the list again. The server list box will display a list of all of the servers currently running on the Internet that pass the filter that you have chosen (see Filter Setup on page 71 for more information about filters). You can sort the server list by any of the columns being displayed by clicking on the column heading (see Column Setup on page 71 for more information about customizing the columns). A second click will reverse the sort order.

The Status column will display the status of the server. If the server is ready to join, a green circle will appear in the column. If the server is dedicated, a green box will appear in addition to the green circle (a non-dedicated server is both hosting and playing the game, a dedicated server is only hosting the game). If the server is locked (a password is required for entry), a green lock symbol will appear next to the circle or box. If the server is full, you will be denied entry.

If you wish to see more information about a specific server, highlight the server in the list and press the INFO button. Some servers on the list may be grayed out and cannot be highlighted. These servers may be running a different version of the game that you will be unable to join.

To see the Message of the Day, press the M.O.T.D. button. Updates and information about TRIBES is usually displayed here.

Select the server you want to join, then click on the JOIN GAME button to go into the game.

For the best possible game play, you will want to choose a server that offers the best performance. Look for a fast computer running a dedicated server in the CPU column. Under the Connection Quality column, look for a green or yellow circle for the best game play. A red circle means that your connection to the server may be slowed or interrupted (which is a bad thing).

PING and Lag PING is the time it takes for information to go from your computer to the server and back again (see Columns in the Advanced Reference section for viewing PING rates). The lower the PING, the faster information is shared between computers, and the smoother the game play. PING rate is measured in milliseconds (1/1000ths of a second). A PING of 100, for example, means information is taking one-tenth of a second to reach the server and return.

Lag occurs when the information being sent between your computer and the server over the Internet is slowed down by various factors, including the computers that operate the Internet and ISPs. When you are experiencing lag, you will get delayed responses when trying to fire weapons and use inventory. Enemy players and vehicles will not move in a linear fashion, but will "jump" from point to point, making it difficult if not impossible to fire weapons accurately or track them in the game.

Generally, the lower the PING, the less lag you will experience. You can, however, have a lag-free game

with a high PING rate and a lagging game with a low PING rate. As long as the flow of information between computers is consistent, you should have no problems playing over the Internet. When the PING rate fluctuates wildly, that is when you will start having problems with lag.

If you have continuous problems with lag, make sure you are playing on fast servers with low PING rates. If this does not solve your problem, make sure you are using a dependable ISP. Upgrade to ISDN, DSL or a cable modem if these services are available in your area.

5. Playing the Game

Choosing a Team
There are several possible modes in which a server you join may be set up to run. Each mode can affect the mechanics of joining a team. Some modes will automatically place you on a team while others will allow you to pick before joining.

Auto Team Mode: In auto team mode, as players join they are automatically assigned to a team and placed in the game. This is the default mode for game play.

Competition Mode: In competition mode, all players must first pick their team. Once everyone has chosen a team, the game will count down to zero at which the game will begin.

To change teams, refer to the Advanced Reference Section on page 61.

Server Menu and Score
Press Tab to bring up the server menu. This displays the list of how many players are in a mission, what team they belong to, and the current mission score. Press Tab again to toggle the menu off.

Other options available at this screen are discussed in the Advanced Reference section of the manual.

Exiting The Game
To exit from a game in progress, press the Esc key. This will take you to the GAME SERVER screen, displaying information about the server you are connected to. To jump back into the game, click on RETURN TO GAME. To get access to IRC and the Options, press the IRC/CHAT or OPTIONS button in the upper left-hand corner of the screen. To leave the game, click on DISCONNECT.

Player Basics

The player has a 360-degree range of motion and is capable of running, crouching (light armor only), jumping, sidestepping, and a host of other actions.

W = **Move Forward**	**X** = **Crouch**
S = **Move Backward**	**Num. Pad 6** = **Turn Right**
A = **Sidestep Left**	**Num. Pad 4** = **Turn Left**
D = **Sidestep Right**	**Num. Pad 8** = **Look Up**
Space = **Jump**	**Num. Pad 2** = **Look Down**
	Num. Pad 5 = **Center**

Toggling Between First- and Third-Person Views The player can be seen from either a first- or third-person viewpoint, depending upon your preferences. To switch, press R. Using the third person may aid you in navigating tight spaces, while first person is ideally suited to close-quarters combat.

Armor Each player comes with powered armor, providing defense from opponents' weaponry (discussed on page 41). All armors come with a standard self-recharging energy cell, which is also used to power other items.

Armor Jets Each player's armor is equipped with armor jets, enabling them to fly for short distances. The jets feed off the armor's energy cell. The longer the jets are used, the more power they drain, until the cell is out of energy, at which point the player must wait for them to recharge. Running out of energy at high altitudes can lead to a rough landing (and sometimes death). To activate the jets, press Mouse Button 2.

Weapon Selection Press the 1 through 9 keys to choose from available weapons. To fire, press Mouse Button 1. Press Control-W to drop the currently selected weapon. To cycle to the previous weapon in your inventory, press Q. To cycle to the next weapon in your inventory, press SHIFT-Q.

Packs The player has access to packs designed either to augment the battle armor or to be deployed across the battlefield. See page 44 for more information about specific packs. Press the P key to use or deploy a pack, CONTROL-P to drop a pack.

Inventory Items Inventory items can augment armor or can be dropped or thrown to produce other effects. These can be bought or sold at inventory stations in designated areas in the missions.

Image Enhancer Another feature of battle-armor is the built-in image enhancer. This feature provides a field of vision zoom that can be toggled to 2x, 5x, 10x, or 20x normal vision - a versatile feature when used with certain weapons. Press E to activate the image enhancer. Press Z to toggle magnification levels.

In-Game Chat Players can send messages to one another using the chat window (see HUD on following page). There are two types of messaging available to players: team chat and global chat. Press Y to send a Team Chat message. Press T to send a Global Chat message.

There is also a built-in menu of voice/animations that can be accessed by pressing V, then pressing the keys of the appropriate selection you want to play. This menu will appear underneath the chat window in the center of the screen. Press the Esc key to close this menu.

Personal Digital Assistant At any time, you can press C to toggle a top-down map view, or "commander view," press I to toggle your inventory or press O to toggle your current mission objectives using your Personal Digital Assistant (PDA). These are discussed in further detail on page 53.

Commands In multiplayer games, you may receive commands from player or players you have selected as commanders. In response, the command can either be acknowledged, completed, or declined. Press Control-X to acknowledge the command, Control-C to indicate completion, or Control-D to decline the command.

Heads-Up Display (HUD)

1. Armor Level Meter Displays the current status of your armor. The bar will change from green to red once it dips below 25%. Once the armor falls to zero, your player dies. Armor can be repaired with the use of a repair pack or kit (see page 45 for more information on repair packs).

2. Energy Level Meter Measures the amount of power presently stored in the armor's energy cell. If your energy level is at zero, items requiring energy from the cell, as well as your armor jets, will not function.

3. Compass and Waypoint Indicator The compass is used to orient a player as well as navigate to waypoints. A waypoint will appear on the compass as a green triangle, with the distance to the waypoint displayed in meters in the center of the compass (see Section 6 for more information on setting waypoints). A red line also denotes which direction due north lies.

4. Weapons/Pack Bar Displays the type of weapons, ammunition and pack currently carried by the player.

5. Center Crosshair The center crosshair is always found at the center of the screen, used to targeting opponents.

6. Targeting Indicator A targeting indicator forms on your HUD when one or more of your teammates is using the targeting laser or has deployed a targeting beacon. Each targeting item will create a targeting indicator so it is possible to see more
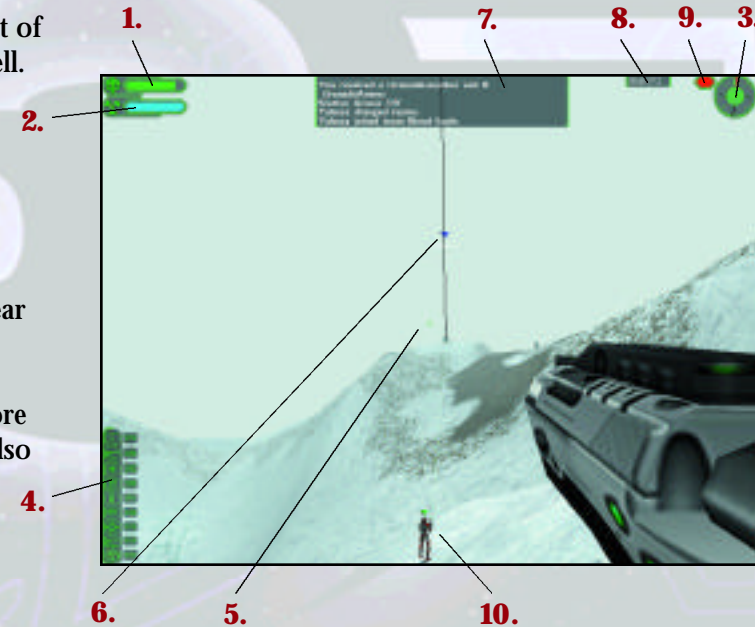
than one on your screen at the same time. If you are currently in range of the target with your selected weapon, a targeting icon will appear on your HUD in light blue. If you are out of range of the painted target, the icon will appear dark green.

If you are in range of the target and have selected the heavy mortar or grenade launcher, a vertical line will extend upwards from the target point with two light blue triangles. The two triangles indicate where you must aim to hit the target with either a low or high trajectory. Line up your crosshair with the lower point of the triangle for maximum accuracy with minimum flight time.

7. Chat Window The chat window displays system messages, score updates, and messages being sent from one player to a team or the entire server. System messages are in white, team chat messages are in green, global chat messages are in yellow. The window will also display the last command given to a player. If the command is acknowledged, the message is in green. If the command is has not yet been acknowledged, the message is in red. You can toggle the size of the chat window by pressing U. See Personal Digital Assistant on page 53 for more information.

8. Mission Timer The Mission Timer counts down to the end of the mission. If there is no time limit, the timer will display the time elapsed since the mission started.

9. Sensor Indicator The indicator will flash red whenever your player is being scanned by enemy pulse sensors, yellow when you are being jammed, and green you are not being scanned or jammed. See Sensors and the Sensor Network on page 51 for more information.

10. Sensor Network Icons Every enemy player detected by your sensor network will have a red triangle above his or her position when seen in your HUD view. Your teammates are seen with a green triangle above their position. The player's name and health status is also displayed when that player is at close range under your center crosshair.
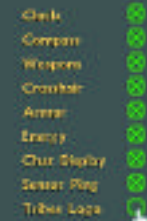
HUD Component Configuration The various HUD components may be repositioned on the screen or turned off entirely.

Press K to toggle the HUD menu. HUD items that are active will be checked in the box to the left of the name. Click on the check box to toggle these items on and off.

You may also move HUD items around the screen in this mode. To do so, click on each item and drag it to where you want it placed on the screen. Any changes you make will save and automatically restore the next time you play.

Network Lag Icon This will flash when you are experiencing "lag." See PING and Lag. If your connection to the server is lost, this icon will appear permanently on the screen. If the connection is not restored, the Server Connection Lost dialog box will appear. Click on OK to return to the JOIN SERVER screen.

Armor Descriptions

When it became apparent that the maintenance of a Herc would be prohibitive far from the confines of the Human Empire, the tribes adapted and began wearing powered armors for combat. Armor augments the strength and carrying capacity of the player, with heavier armors providing greater strength and protection at the cost of agility.

There are three classes of armors worn by the tribes. Both male and female armors are available in light and medium configurations, but heavy armor is unisex.

Armors can only be purchased at inventory stations at a cost of team energy, depending upon the armor. Medium and heavy armors are more expensive than light armors.

Light Armor
Speed: Fast   **Protection: Low**
Weight: Light   **Max. Weapon Load: 3**
Classified as light armor, *Peltast* offers the least resistance to weapon fire but gives the wearer almost unrestricted mobility and freedom of motion. The armor jets on this armor allow the wearer to traverse large distances in a single burst.

Medium Armor
Speed: Medium   **Protection: Moderate**
Weight: Medium   **Max. Weapon Load: 4**
Not quite light, not quite heavy, *Hoplite* falls in between the two extremes. While it offers far more protection from weapon fire than Peltast, it does not have the jump range the lighter armor offers.
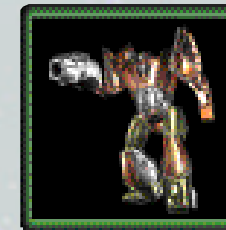
Heavy Armor
Speed: Slow   **Protection: High**
Weight: Heavy   **Max. Weapon Load: 4**
The wearer of *Myrmidon* armor is essentially a miniature Herc, capable of taking tremendous amounts of punishment. Conversely, this armor is extremely slow and its armor jets will get it only a few meters off of the ground.

Weapon Descriptions

Many tribal weapons are centuries old; others are recent Imperial inventions that have made their way into the Tribes' arsenals. A large and varied choice of weaponry is available to the average tribesman.

Blaster It is said that tribal children learn how to use this weapon before they learn how to walk. A simple low-tech pulsed energy pistol, the Blaster is linked to the player's energy cell, providing limitless ammunition. To use, press 1.
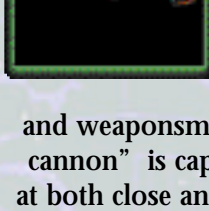
Plasma Gun A relic of the old Imperial armies, this weapon has found new life with the tribes thanks to the Forge of Hephaestus tribe, long renowned for their skills as the armorers and weaponsmiths of all the tribes. Spitting out superheated balls of plasma, the "plas-cannon" is capable of immolating a target in one shot. A versatile weapon, it is useful at both close and medium range, as well as either indoors or outdoors. To use, press 2.

Chaingun The originators of the chaingun, or "minigun," are lost to history, but it has been in use by the tribes for over 300 years. A simple low-tech weapon that churns out explosive flechettes, the Rolling Thunder, as the Starwolf like to call this gun, can chew up a target at short range extremely quickly. Outside of that, however, the weapon loses much of its effectiveness. To use, press 3.

Disk Launcher Another invention from the Forge of Hephaestus, the disk launcher uses existing mag-lev technology to create a fearsome magnetic cannon, colloquially referred to as the "disker." Spinning up a magnetic "spinfusor" disk, the launcher can then fire it at extremely long distances. Few weapons can match the S*tormhammer*, as many tribes refer to it, for the amount of destruction it can deal. To use, press 4.

Grenade Launcher The Crader-Dudek 62mm grenade launcher is another Imperial weapon that rapidly found its way into tribal arsenals. Essentially a mid-range weapon, the launcher spews smoke trails from its projectiles that are often the last thing an enemy tribesman ever sees. It is also very effective at extricating an enemy from a well-fortified position. To use, press 5.

Laser Rifle (light armor only) An invention of the Diamond Sword tribe, the Artemis, or "longrifle," named for the Greek goddess of archery, is most often used by them. A deadly long-range weapon that, like the pulse gun, feeds off an armor's energy supply, the Artemis can pierce the hardest armor from kilometers away. Keyed to an image enhancer, a sniper can take out an enemy from relative safety from some distance. The amount of damage dealt out is proportional to the amount of stored energy in the armor's power cell. The more energy discharged with the shot, the more damage is dealt to the target. A complex and delicate weapon, it can be used only by a tribesman in Peltast light armor. To use, press 6.

Electron Flux Gun The Electronic Flux Gun, or ELF is a short-range energy-based weapon. While it deals little actual damage, it rapidly drains a target's energy supply, making energy based weaponry and equipment useless. To use, press 7..
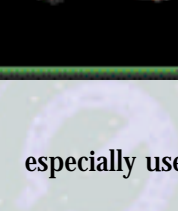
Heavy Mortar (heavy armor only) Capable of lobbing highly explosive shells over long distances, nothing else used by the tribes can match its destructive capabilities. Because of its extreme weight, only Myrmidon armor is capable of using it. This weapon is especially useful when aimed with the aid of a targeting laser. Using this weapon in an enclosed setting, however, is not advised. To use, press 8.

Targeting Laser Technically not a weapon, this simple rangefinder has been modified into the *Delphi* targeting laser. The user of this device can "paint" a target for a teammate with another weapon, such as the Heavy Mortar. allowing for exact targeting. To activate press 9.

Mines A tribesman may carry up to three antipersonnel mines. Once deployed, mines will burrow into the ground and will explode when any warrior, friend or foe, comes

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within their detection range. To deploy a mine, press M. The longer you hold the key, the farther from the player the mine will deploy.

Grenades A thrown grenade lacks the range of a grenade fired from the launcher, but does give the user more accuracy against nearby targets. Light armor can carry up to five grenades, medium up to six, and heavy can carry eight. To throw a grenade, press G. The longer you hold the key, the farther from the player the grenade will be thrown.

Packs

There are two types of packs available, permanent and deployable. Some require energy from the armor's power cell to function.

Permanent These packs are carried by tribesmen to augment their armor. Each pack has special abilities that can aid mobility, defenses, or ammo storage.

Ammo Increases the maximum ammo the armor can hold. This pack does not require any energy from the power cell to operate. If this pack is dropped, all extra ammo beyond what the armor will carry is left in the dropped pack.

Energy Increases the recharge rate of the armor power cell. This miniature fusion pack is especially useful when combined with an energy based weapon, like the laser rifle. It is also well suited to aid the lighter armor types in speedy escapes.

Shield Requires energy from the armor's power cell. To activate, press P. The shield pack creates an auxiliary energy shield around the user as long as the power cell has energy. While the pack is operating the shield will

absorb some, if not all, damage directed toward the player. The pack can be deactivated by pressing P. It will automatically deactivate once the power cell runs out of energy.

Jammer Requires energy from the armor's power cell. To activate, press P. The jammer pack will make the user and any other players within 20 meters undetectable to enemy pulse sensors. The pack can be deactivated by pressing P. It will deactivate automatically once the power cell runs out.

Repair A battlefield repair kit, this pack comes with what is colloquially referred to as the "repair gun." Using exotic nanotechnology, it can repair armor, vehicles, and base emplacements such as turrets and generators.

To use this item, press P. The repair gun will now be available in the player's hand. Aim the repair gun at a damaged teammate or equipment and "fire" it. The gun has a very short range; you must be within three meters of the target to repair it. If there are no targets within range, it will repair any damage you have taken. It will deactivate automatically once the power cell runs out of energy.

Deployable To deploy a pack, press P. You must be looking directly at the deploy point and be in range, or else you will get a "cannot deploy, out of range" prompt. If you try and place a pack at your feet or too close to a wall or other object, you will get an "item in way, cannot deploy" prompt.

With the exception of the camera pack, deployable packs cannot be placed on overly steep surfaces. All deployable packs come with their own internal power supply and do not require generator power to work (see Generators).

Remote Pulse Sensor The small *Argus* pulse sensor works along the same lines as its larger counterpart (see Sensors and The Sensor Network on page 51). The deployable

pulse sensor enables the user's team to increase the range of its sensor network.

Remote Motion Sensor The *Cerberus* motion detector is small and unobtrusive, often missed by an enemy rushing into battle–often a fatal mistake. The motion sensor will detect enemy movement along. Non-moving items will NOT be detected by the motion sensor. Unlike its pulse sensor brethren, it cannot be jammed.

Remote Jammer The *Buzzbox* pack creates a short-ranged jamming "umbrella" making any tribesman within it's field effectively invisible to pulse sensors.

Remote Turret The *Claptrap* miniature turret is a nasty and unexpected surprise for many an enemy. Firing energy bolts and equipped with a built-in motion sensor, it's small size makes it ideal for placement indoors, in caves, and in other hard to reach places, or large numbers may be used to create an effective defensive perimeter. There are, however, limitations on the number that can be placed in one area. Because of the weight of the turret, only the medium and heavy armors can bear the weight; light-armored individuals cannot purchase the turret pack from the inventory stations. Like the larger permanent turrets, remote turrets may be controlled via the PDA (see Personal Digital Assistant on page 53 for more information about controlling turrets).

Remote Camera The *Scryer* miniature camera that can be positioned most anywhere and can be accessed with the PDA. Properly placed, the viewer is just like a "fly on the wall" when observing enemy activities. Unlike its counterparts, it can be placed on any surface.

Remote Inventory and Ammo Stations These deployable stations provide ammunition and supplies away from a player's base. They can only be carried by a tribesman in medium or heavy armor and have a limited energy supply. See Stations on page 50 for further information.

Miscellaneous Inventory Items

Repair Patch A one-shot fix, the repair patch restores a percentage of your armor. To use, simply run into one. These are found primarily in deathmatch-style missions.

Repair Kit Larger but more effective, the repair kit restores a percentage of your armor. It can be stored in your personal inventory for future use. Only one may be carried at a time. To use, press H.

Target Beacons These small items function similarly to the targeting laser. Deploy one and it creates a target for your entire team (see Targeting Laser on page 43). They are ideal for placing at an enemy base for multiple heavy mortars to aim at. Just be sure to get out of the way before the shells come flying in! Up to three beacons may be carried at any one time. To deploy, press B.

Vehicles

Controlling Vehicles To pilot a vehicle, jump into it. To get out, press the Jump key. Only a player in light armor can pilot. With vehicles that hold multiple players, the first player in light armor to jump aboard becomes the pilot. Vehicles are not team-specific; it is possible (and often desirable) to steal an enemy's vehicles, since there is only a limited number that can be purchased in a mission by each team.

All vehicles use the same movement keys as the player. All vehicles have vertical takeoff and landing (VTOL) capabilities. Pressing the jetpack key will cause the vehicles to move vertically if you are not pressing any other movement keys.

Scout Flyer The *Gyrfalcon* one-man flyer is an invaluable advance reconnaissance vehicle, highly maneuverable, and armed with rockets. While very fast, it has a low ceiling and is extremely vulnerable to ground fire.

Light Personnel Carrier (LPC) The *Wyvern* Light Personnel Carrier can carry up to two players in addition to a pilot. Tribesmen being carried in the LPC can fire from their position. Functions similarly to the *Gyrfalcon*, but is slower and less maneuverable.

Heavy Personnel Carrier (HPC) The *Dragon* Heavy Personnel Carrier holds up to four players in addition to a pilot. Being able to hold this many players, it also functions as a floating gunship, raining death and destruction upon an enemy position. It is, however, far slower and less maneuverable than the smaller *Wyvern*.

Turrets

Turrets form the primary defensive fortifications for your base. While they are designed to operate automatically, a tribesman using a command station can take command of one using his or her PDA.

All turrets, with the exception of the *Sentinel*, come with a built-in pulse sensor to detect incoming enemies. They are also tied to the sensor network that surrounds a base. Anything they can detect is passed on to the

sensor network, just like a pulse sensor. This does, however, make them vulnerable to jamming.

All turrets require energy that is provided by the base's generators. If these generators are disabled or destroyed, the turrets will become inactive until power is restored.

Fusion Turret The *Hellfire* fires energy bolts. It is deadly at both short and long range.

ELF Turret The *Scorpion* has a built-in Electron Flux Gun. It drains less power but deals more damage than the handheld version.

Mini-Fusion Turret The small *Sentinel* turret, found primarily indoors, fires pulsed energy bolts. Unlike its larger brethren, it uses a motion sensor instead of a pulse sensor, making it impossible to jam. Clever tribesmen will find that it may be possible to "sneak" past an *Sentinel*.

Missile Turret The *Diogenes* fires energy-seeking missiles from great distances. Vehicles and players using armor jets, having high energy signatures, often fall victim to this turret.
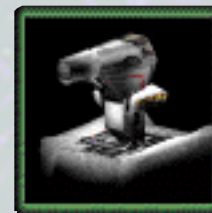
Mortar Turret Using the same mortar available to heavy armor, the *Wrath* is unmatched for destructive capabilities. Like the missile turret, the use of a targeting laser greatly increases its accuracy. This turret does not operate automatically like other turrets; it must be manually controlled via a command station.

Generators

All power for a base – for turrets, stations, doors, etc. – comes from its generators. Without power, these devices will not function. The larger *Solaris* and smaller *Tokamak* are most frequently used. In a well-lit environment, solar panels are also used to produce energy. Enemy tribes often target generators, so be sure to defend them well. These, like most other objects, can be repaired with the repair pack.

Stations

Stations are used to obtain equipment, ammunition and control turrets, and are keyed to only one team. An opposing team cannot use them. If damaged or destroyed, they can be repaired with a repair pack. The inventory and ammo stations are also linked to your team energy reserve. When this has been exhausted, neither station will work. To use a station, simply walk into one. With the exception of the Ammo station, this will bring up the appropriate PDA screen. All stations require generator power to function.

Inventory From here, you can "buy" and "sell" equipment and weapons and refit the player as you want (see Inventory View on page 58).

A remote version of this station also exists that can be deployed out in the battlefield. It has a limited inventory as compared to the larger version, and a limited energy supply. Once this supply is exhausted, the station will no longer function. In addition, both the permanent and remote stations will also repair your armor as long as you are standing within range.

Ammo This station automatically reloads your ammunition to its maximum, but only for the weapons you are currently carrying.

There is also a remote version of this station as well.

Command The command station is used to gain access to remote objects, like turrets. See Personal Digital Assistant on page 53 for more information.

Vehicle Similar to the ammo and inventory stations, you can purchase vehicles here, such as the scout flyer and personnel carrier. Once purchased, a vehicle will appear on the vehicle pad, ready to pilot.

Sensors and The Sensor Network

An invaluable part of any tribe's defensive fortifications, sensors form the first line of defense against intrusion into their territory. They come in two varieties, pulse and motion. Pulse sensors are based on the same principle as ancient "radars," using broad-band EM emissions, and are far more accurate and reliable. Motion sensors, as the name implies, become active when a moving object is detected. Most bases will have several permanent sensors in place. Any object or player within range of your sensors will appear on your PDA's map view. Detected enemy players also appear on your HUD with red triangles. Like the turrets, all sensors require energy provided by the base's generators. The sensor network can also be expanded by tribesmen placing deployable sensors, turrets and cameras throughout the mission area.
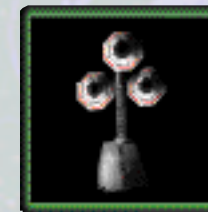
Pulse Sensors The *Horus* (long range) and *Oracle* (short range) are found on fixed surfaces. Pulse sensors are strictly line-of-sight and cannot penetrate terrain features. They are always active as long as they have power. They can also be jammed.

Cameras Remote cameras also increase the sensor range. Anything that comes within their field of view is added to your sensor network. Like all deployable devices, it has its own internal power supply.

Image Enhancer Any object detected by any member of your team using their image enhancer is also added to your sensor network. This can counteract jamming, for example, a turret that had been nullified by a sensor jammer will fire on a target being spotted by a player with the image enhancer.

Jammers Jamming devices can nullify pulse sensors. Motion sensors, cameras and image enhancers, however, vannot be jammed (see Remote Jammer on page 48).

Elevators and Doors

Elevators and doors are proximity-activated, moving when a player approaches or touches them. Some however, may be team-coded, and will only function for members of that team. If a base's generators are destroyed, all doors open and elevators return to their starting position as a safety feature.

Miscellaneous Objects

Missions are populated with many different types of static objects that can be shot and destroyed but otherwise serve little or no tactical importance. Some objects that are either lit or animated, such as antennae, will only animate if they are powered (see Generators on page 49).

6. Personal Digital Assistant (PDA)

Every armor comes equipped with a Personal Digital Assistant, or PDA. The PDA provides the player with a top-down view of the mission area referred to as the "commander view." Here you can access the inventory and mission objectives, as well as receiving key tactical information and giving the player the ability to control certain objects. At any time, you can click on the close CLOSE button to return to the normal game view.

Commander View

Press C to activate. You can do this from any game screen. The commander view can show all of your teammates, enemy players, objects within sensor range, and static objects and buildings.

Your player is represented by the green wedge symbol. The wedge points in the direction that you are facing. If a player has been assigned a waypoint, then a line will extend from that player to the waypoint. If other players have been assigned waypoints, these lines will appear in the map view as well.

Pan/Zoom/Center To activate the zoom function, click on the ZOOM button on the PDA or press and hold the Z key. Left-clicking will zoom in, right-clicking will zoom out. To turn off the zoom function, click on the ZOOM button again or release the Z key. You cannot use the pan feature while in Zoom mode.

To center the map on an object or player, select the object from either the map view or the object list, then click on the CENTER button in the lower right-hand corner of PDA. The map will automatically center at

that object or player. If it is a player that is moving, the map will scroll with the player and remain centered on him or her. Selecting another player or object will center the map on that player or object. Clicking on the CENTER button again or clicking on the map will turn off the center mode.

Selecting Items To select an item from the commander view, left-click on it or create a bounding box around it by clicking and dragging the left mouse button. You can also select an item by highlighting it in the object list on the right side of the PDA. You cannot select items in the map area while in Zoom mode.

Map Overlays

Sensor Circles Click on the [icon] SENSOR button to see the ranges of the sensors on the map. Blue circles show pulse and motion sensors, yellow circles show jammers.

Name Tags Click on the [icon] NAMES button to turn the name of static objects (like turrets) on and off.

Map Marker Click on the [icon] MARKER button to identify bases and fortifications. These will be marked by a diamond on the map.

Commander View Lists There are three different map view lists available in the PDA. Select the appropriate icon in the upper right-hand corner of the screen to view.

Player List Click on the [icon] Player icon to display the player list. The name of each player on your team will be displayed, as well as two icons showing armor and command status.

Toggling the bar underneath the Player Icon will toggle the player display on the commander view on and off.

[icon] indicates if the player's armor has been damaged. A green icon indicates it is in good condition; yellow indicates it has been damaged; red indicates heavy damage

[icon] indicates command status. If it is blank, that player has no current command. Yellow indicates that the player has been issued a command but has not yet acknowledged it. Once the order has been acknowledged, the icon turns green. The icon will disappear if the command has been either completed or declined.

Issuing Commands To issue a command, select one or more players from the player list, select a command from the root menu provided under the player list, and then click on the map at the desired location to assign a waypoint. The command menu can also be accessed by pressing the key assigned to that command, listed on the display. To select multiple players, hold the Shift key while selecting. Double-clicking on a commander will select that player and all players under his or her command.

You can only issue commands to players that have either been placed under your direct command, or if you are in command of those players' commander.

Select Commander To select a player as your commander, select that player's name and click on the [icon] ADD AS COMMANDER button.

De-select Commander To remove a player as your commander, click on the [icon] REMOVE COMMANDER button.

Teammate View The actions of another teammate can be seen through the Teammate View function. Select your teammate's name from the list, then click on the [icon] Teammate View button. A small screen will appear in the lower right hand corner, allowing to you to view their actions from a first-person viewpoint.

Bars to the right of the screen will show that player's health and energy status.

Due to the limitations of this device, the transmission may be somewhat jerky and not updated on a regular basis.

To turn the Teammate View function off, click on the Teammate View button again.

Controllable Objects List Click on the Controllable Objects icon to display the controllable objects list. The name of each controllable object belonging to your team in the mission will be displayed. Each item in this list can be controlled by any team member using a command station.

Toggling the bar underneath the controllable objects list will toggle the display of controllable objects on the map view.

To take command of a turret or camera, click on it, either from the list or the map view, then click on the Control Object button. Double-clicking on the stat from the list will perform the same operation. You will then be taken to the turret's-eye view. While in control of the turret, the look keys will be identical to your player's setup. To fire, press the fire key.. To abandon control, press C or the jump key.

Next to each item on the list are two icons, representing damage state and power/activity.

indicates if the damage status. A green icon indicates it is in good condition; yellow indicates it has been damaged; red indicates destroyed.

indicates if the object is powered and is active. If the object has power, the icon will be green. If the icon

has a solid center, then the device is active. If the icon is dark green, it is not powered and is not active.

Static Objects Click on the Static Objects icon to display the static objects list; generators, pulse sensors, stations, etc.

Toggling the bar underneath the Static Objects menu will toggle the display of all static objects on the map view.

Next to each item on the list are two icons, representing damage state and power/activity.

indicates the damage state. A green icon indicates it is in good condition; yellow indicates it has been damaged; red indicates destroyed.

indicates if the object is powered and is active. If the object has power and is active, the icon will be green. If the icon is dark green, it is not powered and is not active.

Missions Objective View From the PDA, click on the OBJECTIVE button or press O from any game screen to view. This will display the current score, mission status, and the objective or objectives of the mission. The mission objective list will update in real time over the course of the mission.
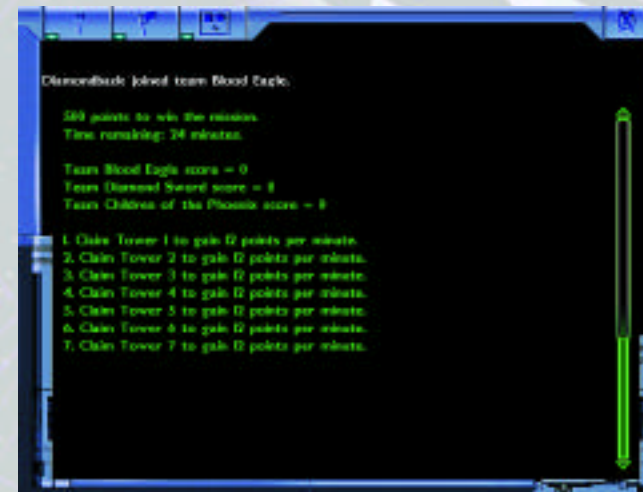
Inventory View From the PDA, click on the INVENTORY button or press I from any game screen to view the player's current inventory and items available for purchase if the player is at an inventory station. The current available team energy is also displayed.

The list on the left displays your current inventory, the list on the right displays the items you can buy when at an inventory station. To "sell" an item, click on it from the list on the left and press SELL. To buy an item, click on the list on the right and press BUY. Items can also be bought or sold by double-clicking on them.

You can create up to five sets of "favorites." Select a number (1-5) and then click on MARK AS FAVORITES. This will mark all your current inventory items as "favorites" in the selected set. When you are at an inventory station, select a set you want to purchase and click on the BUY FAVORITES button, all your "favorites" are automatically purchased. This greatly decreases the time to refit your player and get back on the battlefield. You may get one of many error messages when attempting to purchase items, due to weight restrictions of armor, number of weapon slots, or lack of team energy. These messages will appear in the chat window.

If you select an item from your inventory and click on DROP, it will drop that inventory item to the ground. If you select and item and click on USE, you will automatically use that item, such as a health pack.

7. Mission Types

The objectives for all missions are displayed on the Mission Objectives Screen and are updated as the mission progresses, such as the number of times your flag has been captured.

Capture the Flag
A capture the flag, or CTF, mission consists of two or more teams. Each team has a base to which they are trying to bring back an enemy flag to "score." The basic form involves penetrating an enemy base, taking their flag, and touching it to your flag while it is at your base. You get extra points for defending your flag and protecting your flag carrier. At the end of the mission, the team with the most captures wins.

Capture and Hold
Capture and hold missions are about controlling locations. Points are awarded for capturing locations as well as holding them for periods of time. Each location has a switch that must be touched to bring it under that team's control. Once the location is under that team's control, any objects associated with that locations, such as sensors, turrets, stations, etc., go under that team's control. The team with the most points wins the mission.

Defend and Destroy
The objectives of "D&D" missions are fairly straightforward. Protect your base from enemy attack and destroy the enemy's base. A base will be considered "destroyed" when all of the "goal" items have been taken out. Goal items can be identified on the Mission Objectives Screen.

Find and Retrieve
There are X number of items scattered throughout a mission. Your team must find these items and bring

them back to your base to place them on their pedestals. Once your team captures all the items, you win the mission. Items can also be captured from your enemy's base. If no team has captured all the Items by the time the time limit is reached, the team with the most items in their base wins.

Deathmatch

There are two flavors of deathmatch; single-player and team. In single-player, it's every player for himself (or herself), and whoever has the most kills at the end of the mission wins. In team deathmatch, you get a point for killing an enemy player and lose a point for killing a teammate. Whichever team has the most kills at the end of the mission wins.

Training

The training missions are single-player exercises designed to acclimate new players to the features of *TRIBES*. Missions vary from simple player movement to multiple objective missions.

8. Advanced Reference Section

Server Menu Options

Press the Tab key to bring up the Server Menu Options during the game. To return to the game, press Tab again.

Information displayed in the left list shows the current team score of the mission, the current players in the mission, and their current scores. This information is updated in real time. The menu on the right of the screen provides access to mission and player functions. These menus are accessed by pressing the appropriate key in front of the function name.

The menu system is configurable and may vary from server to server. It allows players to change teams, choose administrators, kick or mute players and change missions. To perform operations on a player, that player must be selected from the player list. Information entered about the selected player, such as tribe affiliation and their actual name, will be displayed on screen.

Voting Kicking players, changing missions or choosing an administrator requires a vote of all players in the mission. Once a vote is called, a message will appear in the chat box. To respond, press Tab, then choose the appropriate response from the menu. Server operators can determine what qualifies as a passing vote. Players not voting are counted as a "no."

Administrator An administrator has supreme power over a mission and can kick players, reassign teams and change missions without calling for a vote.

Muting Once a player has been muted, you will no longer receive messages or commands from that player. Players can be unmuted at any time.

Hosting a Game

Hosting a game will start a TRIBES server on your computer that other players can join.

Note: If you are hosting a game and you quit from the game, all of the other players will be disconnected automatically.

To host a multiplayer game, go to the CHOOSE GAME TYPE screen. Select HOST MULTIPLAYER from the CHOOSE GAME TYPE menu. Click on the NEXT button to proceed to the CREATE SERVER screen.

In order to run a server across the Internet, you must be connected to the Internet via an ISP. Your computer will become a server, registered with the Dynamix Master Server, that other players can join. Please note that a high-speed Internet connection is required for adequate game play. We recommend an ISDN connection or better.

Configure your server and fill in information you want displayed about your server that will be seen by other players who are looking for a game.

Server Name: The name of your server. When other players are looking for games to join, this name will appear in the Server Name column on their JOIN SERVER screen.
Max. Players: The maximum number of players you will allow onto your server.
Password: You can require a password to connect to your server. This is useful in limiting access to your server.
Record Demo: Check this box if you want to record a demo as you play.

Mission Type: Select a type of mission (CTF, Deathmatch, etc.) from the pull-down menu. The type of mission that is selected controls what missions are displayed in the Mission list.
Mission: Select a mission from the list to be run. The screen below will display a brief description of the mission and objectives.

Press HOST GAME to start the game. You will be playing as well as hosting, and you automatically become an administrator.

IRC

What is IRC? Internet Relay Chat, or IRC, is an Internet chat standard integrated into the game. You can connect to the Dynamix IRC chat server on the Internet and talk to other players. Using IRC, players can find teams to play on, issue challenges or just share past battle stories with their tribemates. It is also a good place for new players to learn strategies from seasoned players.

IRC Login *TRIBES* uses the Dynamix IRC server as its default. You may change this to a different server if you desire. If you wish to join a server that is not listed in the IRC server list box; you can add it by going to the IRC/CHAT page on the Options screen.

IRC Server: This list box will contain the default Dynamix chat server as well as any servers that you add.
Nickname: This is the name that you will use during your chat session. Note: Some characters are not supported by IRC and may not appear on your screen. IRC servers require that a nickname be unique. You may be prompted to change your nickname if another player is using your selection.

Once you have chosen a server and a nickname, click on the CONNECT TO IRC button.

Chatting in IRC

Once you have logged into IRC, you will automatically enter the TRIBES chat room on IRC. All IRC chat occurs in "rooms." You can be in several rooms at once, but only one room is displayed at a time. The title and current topic of the room will be displayed underneath the room scroll bar.

If you are in multiple rooms, these rooms will be displayed across the top of the screen on the room scroll bar. You can switch from room to room by clicking on the room you wish to enter. If you are connected to more than five rooms, an arrow will appear to the left and/or right edge of the bar, enabling you to scroll through the rooms. If a room off-screen has unread messages, the arrow or arrows will blink.

You will always belong one room, the special "status" room that is used to display system status and error messages sent by the IRC server. The current room will be highlighted along the room scroll bar. If any room has unread messages, it will blink in the scroll bar.

To join a new room, click on the JOIN button and either select a room from the list box or type in the name of the room you want to join in the dialog box that will pop up. If the room you want to join does not exist, it will be created automatically. To exit a room, select the room to exit and click on the LEAVE button.

To post a message into the currently active room, type it into the chat message entry box at the bottom of the screen and press Enter.

The list on the right displays all the current players in the room. Those with the crown icon next to their name are room operators. Those with balloons icons are room moderators. Those with the eye icons are room observers. If the user is away, the door icon will be next to their name. More information is available at our website.

Disconnecting from IRC To disconnect from IRC, press IRC DISCONNECT from the IRC CHAT screen.

Special IRC Commands There are several special IRC commands that allow you to perform certain functions that can be typed into the chat message entry box. More information is available at the *Starsiege TRIBES* website as well as links to other pages describing IRC in more detail.

Options

To modify the game to your preferred settings, press the OPTIONS button to go to the OPTIONS main screen. At any time, you can switch between back to the PLAY or CHAT menu screens by selecting one or the other from the upper left portion of the screen.

Select an option from the menu on the left to select an Option page. Any changes you make to an Option page will automatically save when you leave that page.

If you make changes that you do not wish to keep, press the CANCEL button before leaving the page.

Controls These screens allow you to customize the game controls.

Movement You can modify how you want the keyboard set for player movement here using the menus provided.

Forward: Player moves forward.
Backward: Player moves backward.
Turn Left: Rotates the player left.
Turn Right: Rotates the player right.
Step Left: Player steps left.
Step Right: Player steps right.
Jetpack: Turns on the jet thrusters in the current movement direction, straight up if no direction is chosen.
Jump: Player jumps.

Crouch: Player crouches.
Look Up: Rotates the player view upward.
Look Center: Centers the player view.
Look Down: Rotates the player view downward.
Free Look: When free look is off, the looking direction will automatically center at horizontal when a look key is not depressed.
Free Look Checkbox: When checked, mouse free look is always active and view is not centered automatically.
Flip Mouse Horizontal: Flips the horizontal controls for mouse free look.
Flip Mouse Vertical: Flips the vertical controls for mouse free look.
Mouse Sensitivity: Adjusts the sensitivity of mouse controls.

Click on CANCEL to undo any changes you have made. To revert to the default settings, click on DEFAULT. All settings automatically save once you leave the page.

General You can modify what keys are bound to general game functions at this screen.

Chat Menu: Brings up the chat menu on the screen.
Toggle Message Size: Toggles the size of the chat window.
HUD Config: Brings up the HUD menu.
Game Chat: Sends a message to all players.
Team Chat: Sends a message to players on your team only.
Score List: Brings up the current score and server menu.
Commander: Brings up the top-down map view.
Objective: Brings up the Objective screen.

Inventory: Brings up the Inventory screen.
Cmd. Ack: Acknowledges a command.
Cmd. Unable: Informs the commander that you are unable to comply.
Cmd. Complete: Informs the commander that you have completed a command.
Zoom: Activates the zoom function.
Zoom Range: Toggles the degree of zoom.
Player View: Returns to player view from other screens.
1st/3rd Toggle: Toggles between first- and third-person viewpoints.

Click on CANCEL to undo any changes you have made. To revert to the default settings, click on DEFAULT. All settings automatically save once you leave the page.

Inventory You can modify how you want the keyboard set for weapon and inventory selection here.

Weapons: Blaster, Plasma Gun, Chaingun, Disk Launcher, Gren. Launcher, Laser Rifle, ELF Gun, Mortar, Targeting Laser: Selects that weapon from your inventory.
Fire Weapon: Fires currently selected weapon.
Prev. Weapon: Cycles to the previous weapon in your inventory.
Next Weapon: Cycles to the next weapon in your inventory.
Deploy Mine: Deploys a mine.
Throw Grenade: Throws a grenade.
Deploy Beacon: Deploys a beacon.
Use Pack: Activates or deploys the current pack carried by the player.
Use Repair Kit: Uses an armor repair kit.
Drop Weapon: Drops currently selected weapon.
Drop Ammo: Drops ammo for currently selected weapon.
Drop Pack: Drops currently carried backpack.

Click on CANCEL to undo any changes you have made. To revert to the default settings, click on DEFAULT. All settings automatically save once you leave the page.

Video You can modify your video and driver preferences at this page using the pull-down menus.

Full Screen vs. Window: Selects whether or not to play the game in full screen mode or in a window.
Windowed Driver: This sets the type of rendering API used for windowed mode. If you have a compatible hardware accelerator installed that supports windowed rendering, then that driver will automatically be the default. If a windowed-compatible hardware accelerator cannot be found, then the default will be software.
Full Screen Driver: Selects the type of rendering API the game will use when in full screen mode. If you have a compatible hardware accelerator installed, this will automatically default to hardware mode.
Full Screen Resolution: This sets the screen size for full screen rendering. The default screen resolution is 640x480. The available screen sizes will vary depending on the type of hardware detected in your computer.
Gamma Correction: Adjusts the screen brightness in the game. Note: not all drivers will support this feature.

Click on APPLY to see the changes made immediately. Otherwise you will not see them until the game is restarted. Click on CANCEL to cancel all changes made. To revert to the default settings, click on DEFAULTS.

Sound You can modify your sound preferences at this screen using the slide bars shown.

2D FX Volume: Adjusts the volume of all non-3D sounds (mouse clicks, voice commands, etc.).
3D FX Volume: Adjusts the volume of all 3D sounds in the game (explosions, etc.).
Music Volume: Adjusts the volume level of CD audio.
CD Music: Turns the CD audio track on and off when playing the game.
Voices: Turns player voices on and off when playing the game.
3D Sound: Select from software, DirectSound and Aureal3D as your sound driver. Unless you have an accelerated sound card, you should not select DirectSound or Aureal3D.

Once you leave the page, all changes you have made will be automatically applied. Click on CANCEL to cancel any changes you have made. To revert to the default settings, Click on DEFAULTS.

Graphics Detail You can modify the game graphics at this page. Use the slide bars to adjust graphic quality. You can also select the LOW, MEDIUM or HIGH buttons to set the graphics to these pre-selected defaults.

Texture Detail: Adjusts the amount of texture detail on buildings and terrains.
Terrain Detail: Adjusts the polygon detail of the terrain.
Lighting Detail: Adjusts light detail of weapon effects, explosions, etc.
Shadow Detail: Scales the complexity over distance of shapes, such as players and static objects.
Shape Detail: Scales the complexity over distance of shapes, such as players and static objects.
Damage Detail: Controls how much damage is shown on all damageable items. The higher the setting, the more unique damage skins are generated, but more textures are created, possibly slowing down game performance.
Show Custom Skins: Primarily for deathmatch; turns custom skins designed by players on and off. If off, the default skin will be used for all players.

Once you leave the page, all changes you have made will be automatically applied. Click on CANCEL to cancel any changes you have made. To revert to the default settings, click on DEFAULTS.

Network You can adjust the network settings using the menus provided on this page.

Port Number: The port that your computer uses for sending and receiving packets from other players. The default setting is 26000.
Packet Size: Sets the size of the packets sent to and from the server. The default setting for packet size is 200 bytes. We recommend you use the T1, ISDN or modem defaults that best fit your Internet connection.
Packet Rate: Sets the rate that packets are sent to and from the server. We recommend you use the T1, ISDN or modem defaults that best fit your Internet connection.
T1+ : Sets the networking defaults to levels that work well for T1 or better connections.
ISDN : Sets the networking defaults to levels that work well for ISDN performance levels (cable modems and ADSL connections).
Modem : Sets the networking defaults to values that work well over a 28.8 - 56k modem.
Register With Master Server: If this box is not checked, it will not be registered with the Dynamix Master Server and will not be displayed on anybody's server list. If the box is checked, it will be registered and will be seen on all server lists.
Automatically Refresh Server List : If checked, the first time you enter the Join Server screen the server list will automatically refresh.
Master Server List: Select your master server. When joining a game, this is the master server that will be queried for the list of all active games. When hosting a public game, your game will be registered on this master server. The Dynamix master server is the default.

Once you leave the page, all changes you have made will be automatically applied. Click on CANCEL to cancel any changes you have made. Visit the *Starsiege TRIBES* website for further information about adjusting network settings for multiplayer play.

IRC Chat You can modify your chat options at this page and add new IRC servers to your list.

Connect on Startup: When this box is checked, each time you start the game you will automatically connect to the last chat server that you used.
Send Server IP on Join Game: When you join a game server and this box is checked, all of the people in the current chat room will get a message saying what server you just joined. This is useful for directing your tribemates and friends to a game.
Disconnect on Join Game: Will log you out of the chat server when you join a game server. This is particularly useful for modem players, as it reduces the amount of data sent to your computer.
Capture Logfile: Writes all text messages to a text file for reviewing later.
Logfile Name: Name of the file that you wish to use for the chat log.
Scroll Back Buffer Size: The number of lines that each room remembers.

At the bottom of the screen, there is an IRC Server pull-down menu that will display all the IRC servers available for you to join from the IRC Login Screen. You can add or delete servers from the list by clicking on the ADD or REMOVE buttons. You can also alter the address, port number or default room by clicking on the field and editing it manually.

Once you leave the page, all changes you have made will be automatically applied. Click on CANCEL to cancel any changes you have made.

Join Display These pages are used for customizing the Join Server screen Filters

Filters Filters are used to weed out servers that you don't want to see listed in the Join Server list. Standard usage includes filtering out servers with pings that are too high, with no players currently attached, etc. Each filter is a collection of conditions that are applied to each server; those that do not pass are not displayed.

You can create a new filter by pressing ADD FILTER, or removing an existing one by pressing REMOVE FILTER.

Once you add a filter, you can then add multiple conditions to the filter that will narrow down the list of servers. Select the filter to modify from the drop-down menu, then click on the ADD button to add a new condition. A condition dialog box will pop up. A condition consists of three parts; the column to test, the test to perform (greater than, less than, etc.) and the value to test against. Click on DONE when finished. To remove a condition, select the condition and click on REMOVE.

These filters will be selectable from the JOIN SERVER screen.

Columns You may adjust the number and order of columns that appear on the JOIN SERVER screen. To deactivate a column, click on the Display column to toggle it to NO. To activate a deactivated column, click on the Display column to toggle it to YES.

You can also change the order of the columns by dragging them to the position that you want. To do so, click and drag the Name field to the desired location, then release.

9. Credits

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Ken "Slime Boy" Embery, Producer
Tim "Slacker" Gift, Director
Mark "Got Milk?" Frohnmayer, Lead Software Engineer
Mark "Coiler" Brenneman, Art Director
Scott "CornBoy!" Youngblood, Lead Designer

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Tinman "Thulsa Doom", Software Engineer
"Missing" Lincoln Hutton, Software Engineer
Robert "Fenrir" Mobbs, Software Engineer

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Dave "Symlink" Moore, Software Engineer
Clark "Shark" Fagot, Software Engineer
Brian "Who Does Number 2 Work 4" Lee, Software Engineer
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Tom "Tominator" VanVelkinburgh, 3D Artist
K. Maren "Cavewoman" Wyatt, 3D Artist
Tyrone "Dark Thunder" Woodland, 3D Artist

3D Artists
Ti-Ning Kwa, 3D Artist
Eric "Griffon" Soulvie, 3D Artist
Jade "Arhat Scream" Dhabolt, 3D Artist

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Fax: (0118) 987-5603
Disk/CD replacements in the U.K.are £6.00,
or £7.00 outside the UK.Add "ATTN.:Returns."

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* Returns valid in North America only.

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Torrance, CA 90504   Torrance, CA 90504

NOTE: To replace your disk(s) please send only Disk #1 (or the CD) and copy of your dated Receipt,if less then 90 days. After 90 days please include a $10 handling fee along with Disk / CD #1. For Documentation,please include a $ 5.00 handling fee and a photocopy ONLY of disk #1. Payment should be made at the time of your request. Sorry, no credit cards.

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Sierra On-Line Technical Support
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Bellevue, WA 98015-8506

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http://www.sierra.com
support@sierra.com

United Kingdom

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Sierra Warranty & Legal Information

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