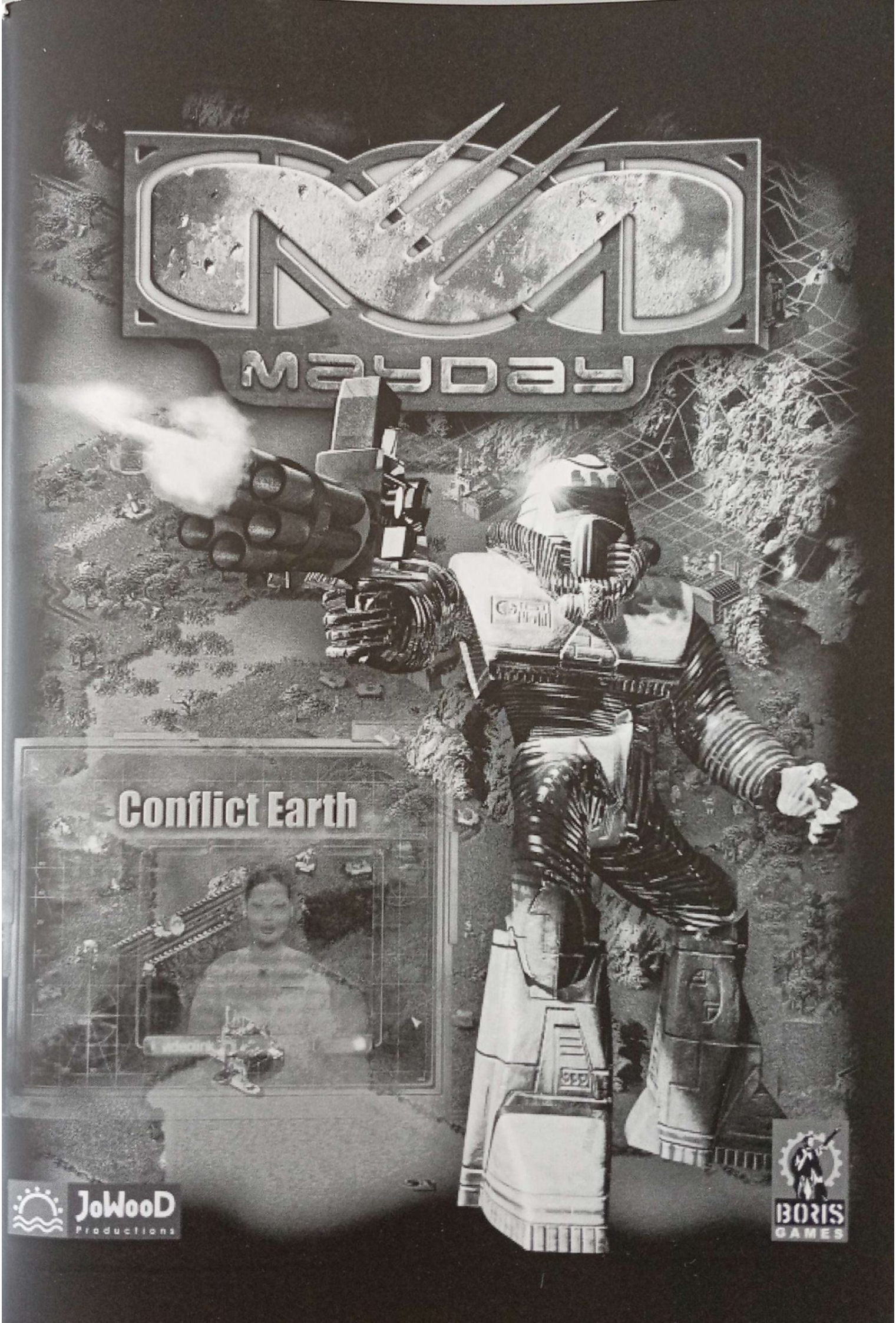
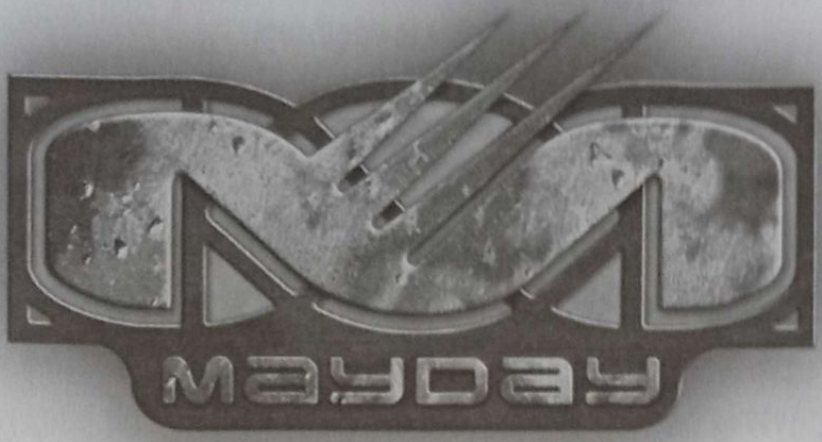

MAYDAY
Conflict Earth
JoWooD
Productions
BORIS
GAMES




# Conflict Earth

Military conflicts inevitable.

Estimated outbreak of war before the end of the year.

(Secret records from the central data bank of the European Union from April 2051)

JoWooD Productions Software GmbH
Bahnhofstraße 22, A-4802 Ebensee, Austria
http://www.jowood.com

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## HEALTH WARNINGS

Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience epileptic seizures while watching TV pictures or playing computer games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing computer games if you, or someone of your family, have an epileptic condition. Immediately stop the game, should you experience any of the following symptoms during play: dizziness, altered vision, eye or muscle twitching, mental confusion, loss of awareness of your surroundings, involuntary movements and/or convulsions.

## NEWEST INFORMATION

Visit our website where you can find the latest information about all our games:

http://www.jowood.com

## LAST MINUTE ADJUSTIONS

When this manual went to press, important information may not have been available and was later added to the CD-ROM "Mayday". You will find this information in the file "README.TXT" which is on the first "Mayday"-CD-ROM.

To load "README.TXT":

- Turn your computer on and start WINDOWS 95/98.
- Insert CD-ROM "Mayday" into your CD-ROM drive.
- The start menu automatically appears: Click the " Show README.TXT " button. The file is now opened and displayed.

## TECHNICAL SUPPORT

If you are experiencing problems with the software and have followed the instructions in this manual carefully, please visit our website at

www.totalvideogames.com

where common problems and solutions will be displayed.

You can e-mail support directly at : info@pbh.co.uk

Alternatively write to us at:

PBH Systems Ltd, Newhall Court, 59 George Street, Birmingham B3 1QA.

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# PRESS CHRONICLE

## TEN DIE IN TERRORIST ATTACK

After the terrorist attack by the fundamentalist Moslem organization the "Burning Sword" at the EU summit in Brussels, where 10 people were killed and more than 30 severely injured, relations between Europe and the Middle East have considerably cooled. Experts see this terrorist attack as a bitter act of retaliation for the continuing economic sanctions of the Western world against several Mid-East and Asian nations.

(NEW YORK TIMES, 14.8.2006)

## AMERICAN INVASION IN SOUTHERN IRAQ ENDS IN DISASTER

The American invasion into Southern Iraq, supported by strong air force units, which were to attack Iraqi military bases, this morning ended in disaster. The Iraqis used anti-aircraft weapons unknown to the C.I.A., and shot down several A-10 bombers. During heavy ground fighting, in which Iraq used toxic gas, 60 American soldiers were killed. In addition, military data banks were manipulated by the Iraqis, causing complete chaos in the U.S. forces. All in all, it was the worst military defeat North American forces have suffered since the Vietnam War. The American Secretary of State Giovanetti announced that the American forces would completely withdraw from the Gulf by 2010. This decision was particularly welcomed by the Asian world.

(MOSCOW PRAWDA, 3.10.2008)

## PUTSCH IN MOSCOW

A violent coup in Moscow has apparently succeeded. Independent sources confirm the assassination of President Oleg by rebels. More than 6000 communist demonstrators advanced on the Kremlin last night, the army unexpectedly deserted and betrayed the government. Rebel leader Alexander Kajitnow declared himself president of Russia and announced a new era of communism in Asia. According to rumors the rebels were supported by massive weapon supplies from Beijing.

(FRANFURTER ALLGEMEINE, 16.2.2010)

## COLD WAR WITH CHINA

Leading European politicians criticized the People's Republic of China for its involvement in the Russian revolution. After it became known that State President Yang Wei had personally arranged for the supply of grenades and small-arms to Russian opposition leaders, U.S. President Hartman also expressed dismay. Meanwhile Beijing has withdrawn all ambassadors from the Western world and has cut off diplomatic relations with the U.S. and Europe. Political experts already fear a new "cold war" with China. (NEW YORK TIMES, 25.2.2010)

## DISASTROUS EARTHQUAKES

Powerful earthquakes in the Pacific have caused immense devastation in Thailand and Bangladesh. Tidal waves up to 40 meters high destroyed entire coastal regions within minutes. Severe natural disasters are also being reported from Japan, the seaport Yokohama barely escaping a tidal wave catastrophe. The People's Republic of China launched immediate rescue operations and relief actions, evidently to improve relations with the affected countries.

(TOKYO ANNOUNCER, 5.8.2012)

## DISASTROUS ENVIRONMENTAL DAMAGE IN SOVIET UNION

Disastrous damage to the environment is becoming evident in the Soviet Union. Barrels containing radioactive waste are being dumped indiscriminately into the North Sea and Siberia, and chemical dumps in the Ukraine are contaminating entire regions. The miscarriage rate has risen considerably. While Europe and the U.S. have become role models in matters of environmental policy and have halved their emissions of toxic waste in the last few years, the new Russian Federation is clearly a first-class environmental sinner.

(GATT ENVIRONMENT-REPORT 2020)

## MORE EARTHQUAKES AND VOLCANIC ERUPTIONS

Today severe earthquakes and volcanic eruptions destroyed large parts of Tokyo and Yokohama. More than a million people are reported to have fallen victim to the catastrophe. At this moment, all of Japan is in a state of panic and anarchy. The full extent of the damage cannot yet be measured. The sudden breakdown of the Tokyo stock exchange might cause an international economic crisis. International relief actions have already been initiated.

(NATIONAL ENQUIRER, 12.7.2023)

## Japan ruined

Japan, the biggest economic power at the end of the 20th century, has become a recipient of economic aid at the beginning of the 21st. In a few nights, the unprecedented apocalyptic fireworks of natural disasters have turned the country into an area of crisis and pushed it back virtually into the Stone Age. In spite of all the scientific forecasts of these terrifying events, the Japanese political leadership did not take any preparatory measures, and was left helplessly watching as the forecasts came true – an error of jodgement which the Japanese people will probably never forgiven. The end of Japanese dominance in the Pacific area only strengthens Chinese political power, and places the People's Republic in the role of "strong man" in Asia.

(FRANKFURTER ALLGEMEINE, commentary by Dr. Rothwang, 5.1.2024)

## Formation of Southern Block in Middle East

The union of certain states in the Middle East into the "Southern Block", including Egypt, Iran, Iraq, Jordan, Syria and Algeria, is causing great concern Europe and the U.S. For years, the West has benefited from the fact that our neighboring countries have been paralyzed by their conflicts of interest, but now it has to deal with a different situation. "We won't allow the West to trample upon us any more", stated Ayatollah Karim, secular and spiritual leader of the Islamic Shi'ites, at a press conference in Cairo. The "Southern Block", which sooner or later many other Middle Eastern and African nations will join, is a new world power to be reckoned with in the future.

(ISTANBUL MORNING POST, 1.11.2027)

## End of democracy in America?

Today the American Senate passed a constitutional amendment, which allowed President Samuel Davidson, for the first time in American history, to serve a third term in office. International observers strongly opposed this and declared this completely unexpected procedure a "conspiracy at the highest level". The American opposition already predicts the "end of democracy". President Davidson, who has hitherto distinguished himself by an extremely strict foreign policy, mainly underlines the importance of a change in America on the basis of Christian values and promises to act with extreme measures against crime and moral corruption.

(LONDON HERALD TRIBUNE, 8.6.2033)

## EU criticizes American desire for expansion

Last night, U.S. forces unexpectedly invaded Columbia, Ecuador and Cuba and seized the capitals of all three states. President Davidson explained this violent action, which was grudgingly observed from abroad, as being part of his God-given task "to bring peace and prosperity to all nations". The heads of state of the European Union criticized Davidson for his unscrupulous desires for expansion, and the arrogant power games of the United States with which he apparently intends to intimidate other countries.

(DIE ZEIT, 22.3.2034)

## Los Angeles in flames

An earthquake on the San Andreas Fault in California caused disastrous damage. The earthquake registered 9,5 on the Richter scale, which makes it the most intensive on the American west coast ever. Fissures in the earth with a width of up to 50 meters and unmeasured depth opened up right through the downtown area of San Francisco. Los Angeles is in flames, after several urban gas mains exploded and caught fire from flying sparks. A state of emergency was declared for the entire state. The death toll is still unknown. Quakes continue to rock California.

(CHICAGO TRIBUNE, 14.7.2038)

## U.S. President insults Emperor

The summit meeting between our beloved Emperor Yakamoto and U.S. President Davidson in Washington today ended in political disaster. Emperor Yakamoto is the head of the newly founded "Asian Federation", in which China and most South-East-Asian sister nations are members. When questions on human rights were raised, President Davidson referred to Emperor Yakamoto, in public, as a "cold-hearted fascist". It had been the first attempt by Beijing since 2010 to make political contact with the Western world. At that time, China was accused of having caused the completely justified communist revolution in Russia, and hence the re-created Soviet Union, through arms supplies. Once again the West disgracefully gave us the cold shoulder, and the shameless insult of the Emperor of Asia will not be quickly forgotten.

(CENTRAL ASIAN PARTY NEWS, 20.11.2040)

## Foundation of "United Continent of America"

After the capitulation of Brazil which constitutes the complete subjugation of South America to the North, President Davidson today proclaimed the creation of the "United Continent of America" (UCA), which is to replace the former USA. In an unprecedented, strategically brilliant military campaign Davidson was able to pacify, within a few years, the entire South American region and to reinstall economic prosperity, security and morality. He did succeed after all! He is heavily criticized by the rest of the world, but the protest only arises from envy and the incapability of other nations to assert themselves politically. Truly, America has risen as a phoenix from its ashes!

(WASHINGTON POST, commentary by Dr. Charles Bannister, 12.12.2044)

## Asian Federation does not give in

In spite of threats from Europe and the UCA, troops of the Asian Federation still do not show any signs of withdrawing their armed forces from inside the Korean border and the coast of Taiwan. South Korea and Taiwan are the only states which have not yet subjugated themselves to the totalitarian regime led by the godlike dictator Yakamoto. An international conflict becomes increasingly evident, and could culminate in a war. America, however, is strong enough not to be intimidated by the provoking, threatening gestures of the fascists.

(NEW YORK TIMES, 5.6.2046)

## Soviet Union joins Asian Federation

After long years of waiting the Soviet Union has today joined the Asian Federation. This will turn the Federation, under the wise leadership of our heavenly Emperor Yakamoto, into the strongest military power of this planet. The West had hitherto considered the union of these two super states inconceivable, and therefore it was not surprising to hear a nervous outcry in America and Europe today. The Southern Block also expressed its concerns. Ayatollah Karim II in Teheran, criticized the increase in power in Asia and warned the Emperor against expanding towards the West and possibly attacking Islamic territory, which would be answered with immediate military actions on the part of the Block.

(CENTRAL ASIAN PARTY NEWS, 26.12.2048)

## The world at its end?

Europe has always been a fertile ground for pessimists and alarmists. But now the negative forecasts of German and British political experts seem to be proving all too correct, it almost seems that the horror visions of some science-fiction paperback writers of the 20th century have come true. Today, in February 2051, mankind has one foot in the grave in the truest sense of the phrase. On the one hand, disastrous ecological conditions threaten to throw the earth off its climatic balance; on the other hand, political and economic differences on the international diplomatic scene give rise to serious concerns. The super powers America, Asia and the Middle East have stable internal political systems, but the atmosphere between the political bodies is more aggressive than ever before - between each of the three parties serious military conflicts are arising. The other states remain quiet to avoid ending up on the wrong side. Europe itself seems paralyzed, troubled by riots and unemployment, and seems to be surrendering itself to the control of the Americans. Those who thought at the end of the 20th century that the world could not be worse off were wrong – the apocalypse is closer than ever. And should we not survive the next five years, then clearly it was not a comet or a reversal of the poles which was responsible for the extinction of all earthly life, but man himself.

(NEUE ZÜRICHER ZEITUNG, commentary by Peter Zubringer, 1.2.2051)

# CONFIGURATION REQUIREMENTS

You have just purchased "Mayday" on PC CD-ROM. Before you dive into this rapid real-time strategy game, your configuration needs to match that required to run the game. If your configuration does not meet the criteria, or if you have any doubts, please contact your retailer.

## REQUIREMENTS

- Intel Pentium-Processor or 100% compatible with a minimum of 133 MHz
- 16 MB RAM
- Hard disk (min. 50 MB available space)
- Mouse
- Sound card
- at least 4x CD-ROM drive
- SVGA-graphics card with a minimum of 1 MB RAM
- MS Windows95 or MS Windows98 as operating system

## REQUIREMENTS FOR MULTI-PLAYER GAME

- TCP/IP-compatible network card (for game in local network)

## RECOMMENDED

- Intel Pentium-CPU with 200 MHz
- 32 MB RAM
- SVGA-graphics card with 4 MB RAM

# INSTALLATION

Before you are able to play "Mayday", you need to install a few important system data of the game on your hard disk. Proceed as follows:

- Turn your computer on and start WINDOWS 95/98.
- Insert CD-ROM "Mayday 1" into your CD-ROM drive.
- Click on program "setup" in the root directory of your CD – the installation program is automatically launched.

The appearing window asks in which folder to put "Mayday". If the folder doesn't exist yet, it will automatically be created by the program. If you want a folder name other than "C:\GAMES\MAYDAY\" , you can certainly choose your own path.

Confirm folder with the RETURN-key to automatically start installation, which may take a few minutes. Upon completion of the installation process, you can start the game.

If your hard drive does not have enough space, the installation process will automatically be stopped. You will receive a warning and the installed programs will be canceled

You don't need to adjust graphics and sound cards, the basic configuration of WINDOWS is used, which makes the installation process fast and user friendly.

Mayday requires the installation of Power!Video Player and the DirectX 5.X driver. They are automatically installed by the setup program. Just follow the instructions.

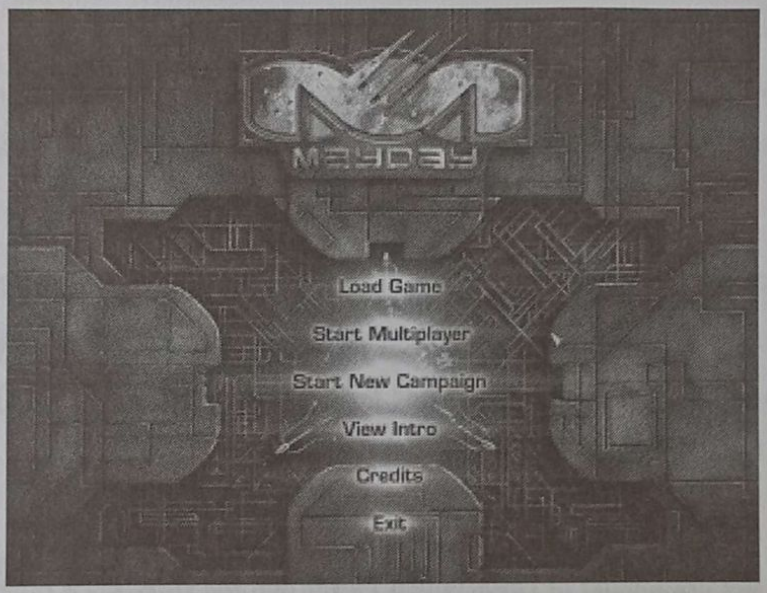
# STARTING THE GAME

In order to start the game, it needs to be installed (see previous pages). When game is installed, proceed as follows:

- Turn your computer on and start WINDOWS 95.
- Insert CD-ROM "Mayday" into your CD-ROM drive.
- The start menu appears: Click the "Start Game" button.

## SELECTING THE PLAY MODE

Once you have started the game you can choose from a menu with different options on the appearing screen:




## START NEW CAMPAIGN

to start a new Single-Player game in which you play against a computer opponent. All instructions on the following pages apply to this playing mode exclusively.

## MULTI-PLAYER GAME

to enter the Multi-Player mode of "Mayday" in which you can play against human players. Please read the corresponding chapter.

## LOAD GAME

to continue an old campaign by retrieving a stored game.

## VIEW INTRO AGAIN

to return to the "Mayday"-intro.

## CREDITS

lists all people who participated in the creation of "Mayday".

## QUIT GAME

leaves "Mayday" and returns to WINDOWS 95.

## SELECTING THE PARTIES

Before you begin to fight for domination of the world in the "Mayday" Single-Player mode, you need to decide which side you want to be on. Click on one of the three emblems on the appearing screen to select your side.



You can choose from the following parties:

UCA (United Continent of America)

ASF (Asian Federation)

SBL (Southern Block)

# THE PARTIES

## UNITED CONTINENT OF AMERICA

Comprises the entire American continent from Alaska to Tierra del Fuego.

Form of government: Pseudo-Democracy.

Capital: New Washington.

Religion: Christian Puritanism (state religion).

Head of state: President Samuel Davidson (65), former televangelist.

Population: 1,5 billion.

Military power: outstanding.

Political aims: to give peace and order to the world – if necessary by using force.

Alliance with: European Union

Special note: presently leading the world in military technology

## ASIAN FEDERATION

Comprises the entire Asian region from Russia to Japan, from Siberia to India.

Form of government: Empire.

Capital: Beijing.

Religion: state religion.

Head of state: Emperor Katsuhiro Yakamoto, former head of the Japanese secret police. Came

into power through various questionable political moves. Age unknown.

Population: 3,6 billion.

Military power: extremely high.

Political aims: to demonstrate the superiority of the Asian race to the world and to expand the empire for reasons of overpopulation.

Special note: The military leadership mainly relies on old-fashioned, but effective and inexpensive weapons of mass destruction.

## SOUTHERN BLOCK

Comprises the entire Middle East and large areas of Africa.

Form of government: Theocracy.

Capital: Teheran.

Religion: Islam (state religion).

Head of state: Ayatollah Karim II. (45), spiritual and secular head of state.

Population: 1,2 billion.

Military power: excellent.

Political aims: to carry the "Jihad", the "Holy War", into the world and to convert all non-believers or send them to hell.

Alliance with: almost all African states

Special note: does no research work in weapons systems, but gains tactical advancements through espionage, trade and theft.

## GENERAL FORECAST:

Military conflicts inevitable. Estimated outbreak of war before the end of the year.

(Secret records from the central data bank of the European Union from April 2051)

# GAME CONTROL

## THE COMBAT TERMINAL

The combat terminal is the command center when controlling the "Mayday" game-world. It is located in a bunker deep beneath the earth's surface at a remote spot. It is a multi-functional computer terminal with which you can handle all facets of 21st century warfare.

By clicking on different elements of the combat terminal, you can activate various functions:




## OPTIONS

Click on the monitor at the top of the screen to enter the option menu.



Set the speed of the game, adjust the volume of CD-music and sound effects and the graphic resolution, load and save the game with the mouse. You may enter the option screen anytime by clicking on the corresponding keys or menu items during the game. Please note that the game slows down if you increase the resolution. To play in the graphics mode 1024 x 768, you should at least have a graphics card of 4MB V or SD-Ram.

## QUIT GAME

Use the control button to shut down the combat terminal and to return to the main menu.

Click on the three monitors to reach the three top surfaces of the game.




## RESEARCH

In the research section you can develop new combat units which can provide you with technical advantages against your opponent. The combat terminal is directly linked with the secret development laboratory of the Supreme Command.

## MISSION BRIEFING/NEXT MISSION

leads you to the game-briefing and then to the next mission. You receive valuable information on your operational area before the real-time game starts.

## ESPIONAGE

Up-to-date intelligence on enemy moves is indispensable for successful warfare. In the espionage section you can acquire valuable information and enemy blueprints for your tactical benefit.

# THE RESEARCH DEPARTMENT

If you have selected the UCA (United Continent of America) or ASF (Asian Federation), you can develop new arms technologies in the development laboratory. You will be guided by a scientific advisor who will inform you of the latest developments. Your task will mainly be to administer the development budget which the government has allotted you and to distribute the money wisely to the proposed developments. Observe very carefully what kind of new weapons your opponent has, and start to develop the corresponding counter weapons first. Or you develop new units against which the opponent is not able to defend itself yet.

The screen of the research department is divided into the following sections:




## VIRTUAL MATRIX

Display showing the graphics of the combat units.

## VIDEO WINDOW

Window for the link with the scientific advisor.

## CONTROL BAR

Development can be controlled through numerous icons.

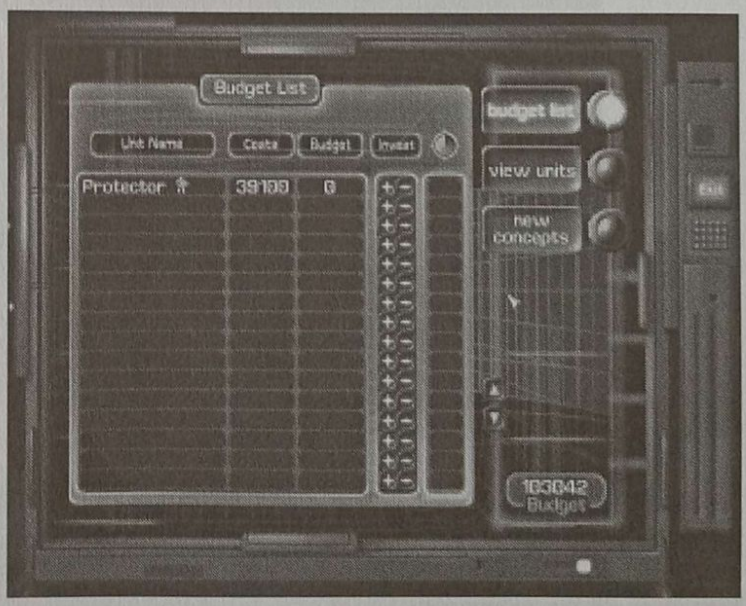
## BUDGET-DISPLAY

Present state of account of your budget in credits ($).

The control bar offers the following options:

## BUDGET LIST

With the budget list you do your actual research work. It contains all drafts the research team presents you. Each development costs a certain amount of money and requires a certain amount of time – the more money you invest, the faster the units are developed to the production stage.




If you want the units to be ready for the next mission, you have to spend more research money rather than allow the research team more time. You can save a lot of money if you don't rush the research department. With the +/- key you can distribute the money to different projects, which is debited from your account after each round. The name of the unit disappears from the list as soon as it is fully developed and can be examined in the menu "view new units". Because you have a limited budget and most likely can only bring one

or two units to the production stage in one game, consider carefully which units are more important or which units become necessary at later stages.

If you have allocated more money than your budget allows, all the amounts you have distributed to different units are erased and you have to redo your budget to make sure that the units are available to you in the right order.

You should therefore check your research budget after each mission.

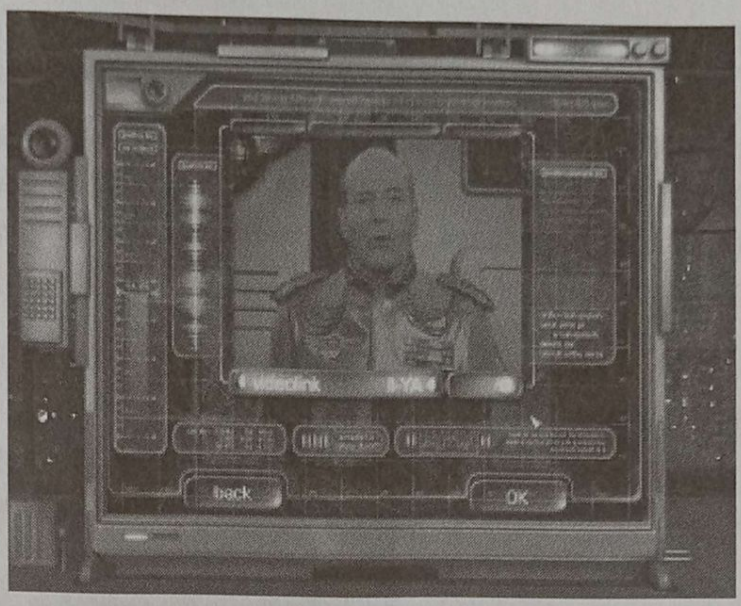
## VIEW OLD UNITS

Select this option to open a directory which lists all units at your disposal. Use this option to look up specific properties of certain vehicles and machines. Newly developed units are integrated into the directory after they first appear.




## TEST NEW DEVELOPMENTS

Select this option to contact your scientific advisor directly. He will brief you on the research team's latest ideas, which you may finance to the production stage. New developments will be presented on the budget list.




## VIEW NEW UNITS

A directory for brand new units. It is advisable to carefully read all information on the combat units provided by the development team, it contains useful hints. A picture of each new unit will appear automatically.

## EXIT

Takes you back to the combat terminal.

# THE ESPIONAGE SECTION

Your nation has special agents and informants throughout the world that have only one task; to collect information to help you win the war. They search through foreign data banks (virtually or in persona), bribe enemy government officials, steal blueprints from enemy manufacturing plants - and offer you their results for sale.

## VIDEO WINDOW

Window for the link with your spies and agents.




## CONTROL BAR

Espionage can be controlled with icons.

## BUDGET-DISPLAY

Present state of account of your budget in credits ($).

First you can choose between two buttons:

## ESTABLISH CONTACT

Establishes a video-telephone line with your spies. This is, however, only possible, if an informant is on-line. If not, try again later.

## CANCEL

Takes you back to the combat terminal.

If you were able to make contact with an informant, the spy will offer you information via video-telephone you may buy or turn down.

You can choose from the following options after the call:

## BUY INFORMATION

The corresponding sum is debited from your account and you will receive the promised information.

## REFUSE INFORMATION

If you refuse to buy the information, you will return to the espionage main screen. Please note that the spy may have further information for you which he will try to offer to you .

## CANCEL

Takes you back to the combat terminal.

The type of purchased information varies:

## BLUE PRINT

Sometimes spies even succeed in obtaining blueprints of enemy combat units. If you purchase these drafts, you can build the same units as your opponent – ideal to iron out one's own weak points in local arms technology. After a brief text report, the stolen combat unit will be listed in the research section. It is usually a fully developed draft, which means that the unit can be immediately deployed in the next battle.

## VIDEO INFORMATION

The spy appears again and gives you his information face to face. This happens mainly in case of particularly important and confidential data.

# MISSION BRIEFING

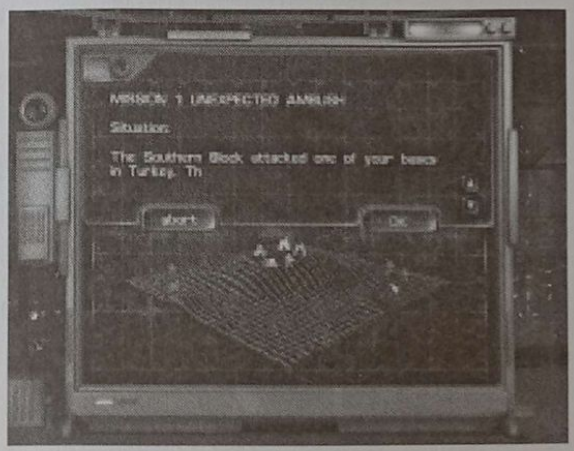
From the central screen of the combat terminal you will get to the most important section of the game where you will be given the marching orders for the next battle. The first screen that appears is a map similar to this example:



The flashing country indicates your next operational area. Left-click on the country to obtain detailed information on the area. Furthermore, all countries on the map are marked in different colors: blue (UCA), red (SBL), yellow (ASF), green (neutral countries), transparent (states that do not take part in the conflict). This makes it easier for you to identify the present distribution of possessions throughout the world. Click on the CONTINUE-button to get to the next screen.

Your superior of the Supreme Command speaks to you. He recapitulates the course of the last mission and personally gives you the orders for the next mission. With the ESC-key you are able to exit the video-transmission early. It is however advisable to listen to the words of the superior officer at all times.

After the video-telephone transmission you will receive detailed operational data in text form. The text-briefing screen appears. Together with important information, it contains a precise map of the operational area:




Click on the CONTINUE-button to start the next operation. Make a habit of carefully studying all data obtained – tips and tricks in the briefing can be decisive for the success or failure of a mission.

# THE BATTLEFIELD

Now you are ready to start the battle. Your surveillance satellite will have received your operational data and log from which you can observe the battle. When the real-time game starts, the screen below appears:




## LANDSCAPE

The specific area, differing according to locality and climatic zone.

## FOG OF WAR

Parts of the battlefield which are not visible need to be explored.

## BUILDINGS

Parts of the battlefield which are not visible need to be explored.

## UNITS

Using these combat machines you must win the battle.

## TAB-BUTTONS

Click on these tabs to view different menus.

## CLOCK

During missions with a time limit, the display runs backwards towards 0, otherwise it runs forward.

## CREDIT-DISPLAY

The remaining money for building/repairing new units.

## THE FOG OF WAR

Looking at the battlefield, you will probably first notice that large areas of it are black. This is the so-called "Fog of War", a black haze that covers the landscape. To clear the fog, you have to send combat units to scout the unknown area. Each figure has a different vision range which determines its "scouting range". You can gradually make the area visible and this considerably enhances your tactical advantages. After a certain time however, the fog reappears and needs to be cleared again.

## ACTIVATING UNITS



Left-click on a unit to activate it. The green bar below the unit indicates the remaining energy, and the colored frame shows that the figure is activated. If energy drops to zero under enemy fire, the unit is destroyed.

## MOVE UNITS



Once you have clicked on a certain unit, the mouse cursor turns into a movement symbol. Click on a spot in the landscape to which you want the figure to move. The destination may also lie in a hidden area.

## VIEWING DETAILED INFORMATION ON UNIT

If you need detailed information on the state of a combat unit, click on the "Video Info" tab-button on the lower left side of the screen or just press the "V"-key. A video window appears showing a picture of the unit and providing some information:

A detailed view of the video window appears as follows:

The stars on the top edge of the bar indicate the level of experience of the unit. If the unit is a transport vehicle, the cargo is also shown at the bottom edge of the window. Each type of cargo has its own symbol, so you can easily distinguish droids and guns. If you move the mouse cursor on the tiny symbols of the cargo, the name of the cargo is shown in the black text bar.




## FIRING AT ENEMY UNITS

Select one of your units and move the cursor over an enemy unit. The mouse cursor will turn into a gunsight. Left-click to fire at the enemy.

## DESELECTION



To shoot at the respective object, use the cursor to select a spot on the landscape. Note that the impact of the orbital laser cannons is devastating and may affect your own units if they are positioned too close to the target. With the right mouse key, you can also cancel the firing sequence.

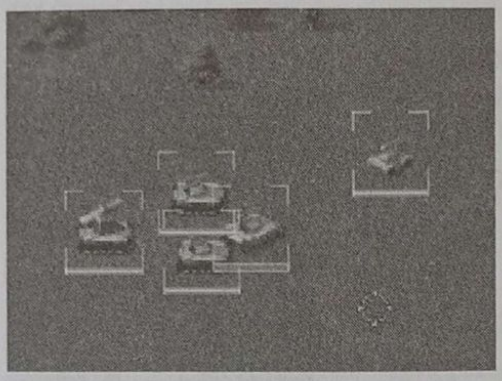
## REPAIRING UNITS AND BUILDINGS



If combat units or buildings are damaged, their performance decreases. Defective machinery needs to be repaired by a repair unit. First click on the repair unit – the mouse cursor then turns into a tool symbol. Click on the unit or the building that needs to be repaired. This will, of course, cost money and the amount of money is determined by the degree of the damage.

The duration of the repairing process depends on the size of the object.

## GROUPING UNITS



Hold the left mouse button down and drag a selection rectangle around the units you want to select. If you release the mouse button, all encircled units are selected and act as a single unit from now on. As soon as you click on an individual unit from the group, the group will break up. If you keep the SHIFT UP-key pressed when selecting, you can add this unit to an existing combat unit.

## SEIZING ENEMY BUILDINGS



Activate one of your infantry units and move the mouse cursor to a colored enemy building. The cursor turns into an arrow. Click on the building you want to seize. In "Mayday", all infantry units can seize enemy buildings. Once the building is captured, its color changes to that of the conqueror. For each building seized, you will receive a certain amount of credits.

## TRANSPORTING TROOPS




Activate the unit/s you want to load and move the mouse cursor over one transport unit. The cursor turns into an arrow again (see Seizing Enemy Buildings). Click on the transport unit. The droid that needs to be loaded moves towards the transporter and enters it. You can monitor the cargo of the transporter in the video window:

Non-moveable cargo such as mines and anti-tank obstacles are deposited in boxes in front of the plant after the manufacturing process is finished. They are opened only after the transporter is unloaded. Move the transport

unit to an adjacent field to load the box or select the box first and then the transport unit. The transport unit will move towards the box and load it.

## UNLOADING OF TRANSPORTER

Left-click on the five loading symbols in the video-info window to unload a transport unit. The corresponding unit will be taken out of the transporter. You do not need to unload the entire cargo at once, but can gradually place the loaded units in different locations. The transporter-system can be employed by land, by water and in the air. By pressing the "U" key (for "Unload") you can further facilitate the unloading process. With the key combination SHIFT + U you can unload all units at once. The unit which was loaded last will be unloaded first.

## LAYING MINES

In "Mayday" you can lay ground and water mines to damage the enemy and to protect important areas. You can lay mines in the same way you unload units from a transport vehicle. If the enemy hits the mine, the unit affected will be severely damaged.

## ORGANIZING ARTILLERIES

Guns are also delivered in boxes that can be loaded into a transport unit. Once a gun is unloaded, it is fixed to the ground and cannot be moved after that.

## RECYCLING



Once a unit is destroyed, it leaves smoking wreckage behind. After heavy fighting, the battlefield is littered with debris and the wreckage makes it difficult for the surviving units to move. That is why so-called "recycling units" have been invented. They automatically collect all wreckage and clear the battlefield. And not only that – the remaining value of the destroyed units is credited to the account of the player. This way he can generate money in addition.

## PRODUCING NEW UNITS




If you want to build a new unit, click on the respective plant. A production window appears, showing small pictures of the military equipment available:




You will see a picture of the unit on the left side. On the right, production time (orange) and cost (white) of the unit are displayed; click the left or right mouse button in the big number box to change the number of units which are to be manufactured. A maximum of 9 units can be manufactured consecutively. Below the number box, you will find an ammunition symbol. It indicates what kind of weapons the unit is equipped with. The progress bar is on the bottom edge. It starts to grow as soon as the unit goes into production.

If you do not want to produce units or if the window blocks your vision of the playing area, press the "P" key to close the production window. Once a unit is completed, it moves out of the plant and a voice will tell you about its completion.

## USING THE TACTICAL MAP (SAT-MAP)

Click on the tab at the lower right side of the screen or press the "T"-key (for "tactical view") to open the satellite survey map. It shows the area from an extreme bird's –eye view. The unexplored areas which are still covered by the smoke from the war are very black. Generally the landscape increases in brightness with altitude. Lowlands are dark gray, mountain tops are white. Your own units and buildings and those of the enemy are represented by colored dots.




## USING COMBAT SATELLITES

In the higher levels, you can use orbital laser-weapon satellites to shoot at enemy positions. To activate the weapon device of the satellite proceed as follows: If the SAT-map is open, you will find a small satellite symbol in the right bottom corner. Click it once with the left mouse button. A video window on the lower left side of the screen automatically appears:

The progress-bar on the top edge of the window indicates the satellite's cargo. It takes some time for the laser beams to be ready to befired. If the cannons are loaded, a weapon icon appears in the video window. Left-click it once. You will get a laser mouse-cursor.

To shoot the respective object, use the cursor to select a spot on the landscape. Note that the impact of the orbital laser cannons is devastating and may affect your own units if they are too close to the target. You can also cancel the firing sequence with the right mouse key.



## SELECTION OF ALL VISIBLE UNITS

Press the "A"-key to activate all units that are visible on the screen.

## SELECTING ALL UNITS OF THE SAME TYPE

Click on an individual unit and press the "S"-key. All visible units of the same type are selected. During complex battles, this helps you to form groups equipped with the same weapons quickly.

## SELECTING/ACTIVATING GROUPS

Select an individual combat group with the key combination STRG + NUMERICAL KEY(0-9). You can link a total of 10 different combat groups with keys. Press the corresponding numerical key to reactivate the respective combat group. This enables you to select groups even though they are not visible on the screen. You may also select and view buildings and guns.

## VIEWING SCREENS

The screens displaying the combat groups selected with STRG + NUMERICAL KEY can be opened with the combination of the SHIFT UP + NUMERICAL KEY. This enables you to jump to prominent landmarks without having to scroll endlessly.

## WITHDRAWING UNITS

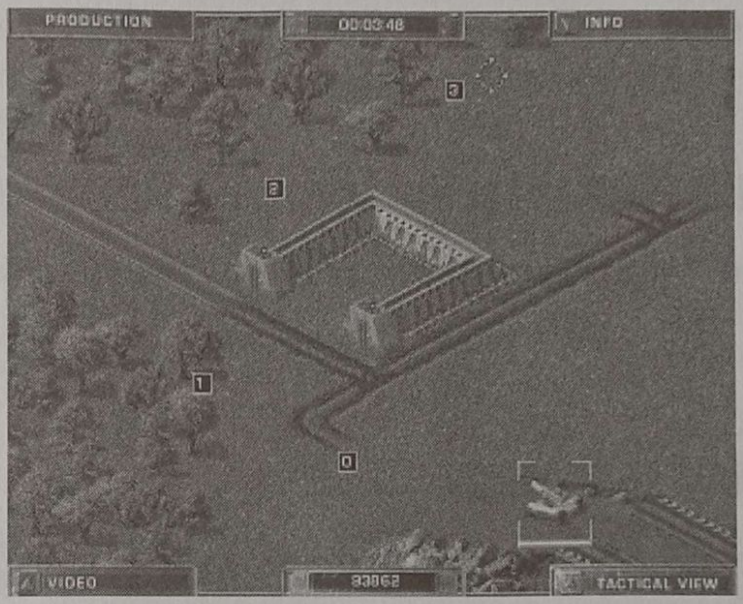
Press the "R"-key to immediately recall all your units to the base (if it still exists...).

## SHOOTING PARTS OF THE LANDSCAPE

You can pulverize trees, sandbags and other parts of the landscape with the "D"-key. Keep it pressed as you select your target. With this function, you can also order a droid to shoot at buildings instead of seizing them.

## MOVING THE UNITS THROUGH »WAYPOINTS«

If you send a unit to a certain destination, it will try to get there as quick as possible. By setting "waypoints" however, you can select several places the unit has to pass, and thereby set down a precise route.




To establish a route, keep the "W"-key pressed and left-click on a maximum of 10 individual points on the landscape. Each spot clicked is marked by a numbered box. Let go of the "W"-key. The unit will now select the route set up along the boxes and start to move.

## STRUCTURAL GRID

Press the "F7"-key to turn on the structural grid of the landscape. This is generated by the player'ssurveillance satellite, on/off. When the grid is turned on, the landscape is easier to view and more clearly structured.

## OPENING AND CLOSING ALL WINDOWS

Press the "SPACE"-key to reopen or close all open windows on the battlefield.

## ATMOSPHERE-SOUNDS ON/OFF

Press the "C"-key to turn background sounds on/off.

## OPTIONS

In the single player mode you can also reach the option screen with the "O"-key.

## CHANGING SCROLL SPEED

Press "X" and "Y" to accelerate or decelerate the landscape's scrolling speed.

## BEHAVIOUR ADJUSTMENT

The function keys set different modes of behavior for the selected unit:

F1 Attack Mode

The units select their enemy targets independently and attack them. If the unit has selected an enemy target, it can only be stopped by switching to another mode.

F2 Defense Mode

On contact with the enemy, the units fall back automatically.

F3 Guard Mode

The units stop and defend their position until they are destroyed.

F4 Smart Mode

The units act totally independently and are controlled by the computer's AI.

F5 Standard Mode

The units attack the selected target exclusively. They will defend themselves however, if they are attacked at the assembly point.

Depending on the mode selected, the rectangle circling a selected unit turns either red (F1), white (F2), yellow (F3), orange (F4) or green (F5).

## EXPERIENCE SYSTEM

Whenever a unit defeats its enemy or participates in a particularly effective maneuver, it gains experience points. If the unit has collected enough points to reach the next level, it is awarded one experience star. Every unit may receive a maximum of 5 stars, making it the most deadly and effective unit.

The more experience a unit has, the more effective the following become:

- The fire effect is more powerful and the firing more accurate.
- The unit's armor strength increases.

# THE GAME SURFACE

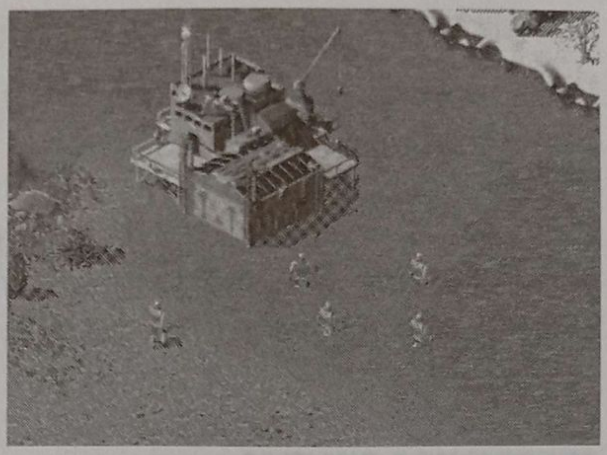
The playing area has a very important role in "Mayday". This is the first real-time strategy game with an isometric 3D graphics engine. The game is observed from a high angle, enhancing the three-dimensional effect of different altitudes on the battlefield. The landscape plays an important role in the course of the game, with the following effects:

- Units slow down, if they drive uphill, and accelerate, if they go downhill. The graphics clearly show if the unit moving is slowing down or if it is accelerating.
- While droids are able to climb almost all slopes, some vehicles can only climb up to a certain angle. If the unit selected is not able to move through a certain part on the playing area, the mouse cursor turns into a stop sign.

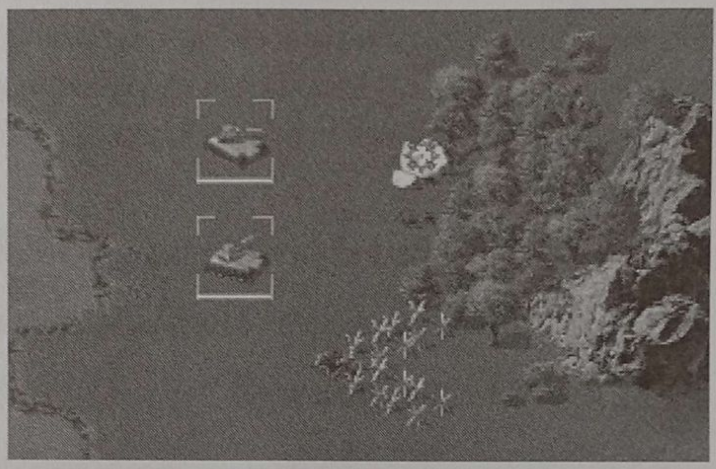


- Water is either shallow or deep. Droids can wade through shallow water, but

only ships and hovercraft can move through or over deep water. Ordinary units sink in deep water. The water reduces the speed that the units can move.



- Almost all the parts of the landscape can be destroyed. Natural obstructions such as rocks and trees, can be blasted away. To do so, hold down the "D"-key and select the target you want to shoot.



- Ballistic trajectory gain: If a unit fires from a high point, its range of fire increases. Thus, it is better to place guns on high points to increase their effectiveness. The advantage you can gain from this are, in some situations, immense.

- Ground units cannot see through mountains.

# TYPES OF BUILDINGS

The most important starting point for the player is his base. From this point, he controls the course of the game and produces his units. The construction of buildings is not necessary in "Mayday", so it is important to quickly capture all the buildings in the game and to hold them against the enemy.

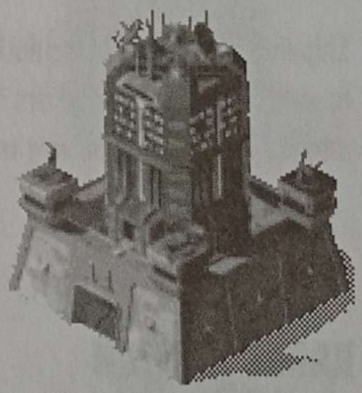
NB - Plants cannot manufacture units, if enemy attacks have reduced their energy sufficiently. The damaged plant needs to be repaired before the units required can be completed.

The seizure of an enemy or neutral plant is highly profitable. The more enemy buildings that are captured, the more "credits" are gained. These can be used to produce new combat units. This is the best way of gaining resources, but also the most risky.

Your account is increased by 2 credits per second so that you do not run out of resource points too quickly.

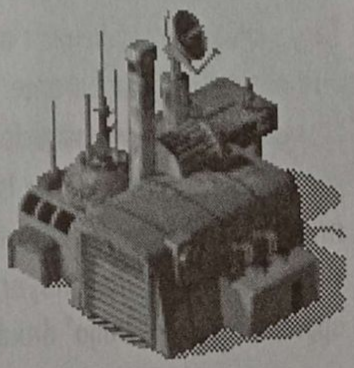
## HEADQUARTERS

The headquarters is the player's the control center. If it is destroyed or captured by the enemy, the battle is over. Never leave the headquarters unguarded, as the enemy will always try to capture it.

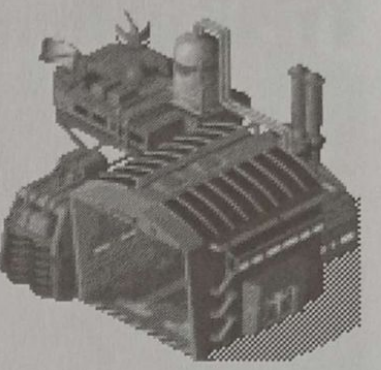


## DROID PLANT

This plant produces infantry combat robots. It is equipped with its own nuclear- fission machinery, which has almost infinite energy reserves. For security reasons, the raw materials are delivered through subterranean tunnel systems.

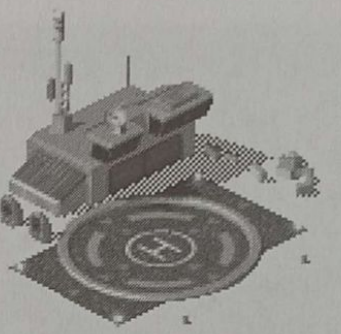


## VEHICLE PLANT



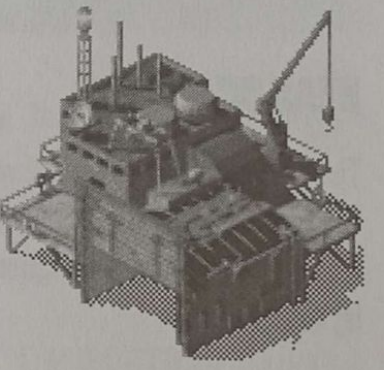
The vehicle plants produce not only cross-country vehicles and tanks, but also weapons and artillery. Because of their wide range of production capabilities, vehicle plants are the most contested buildings on the battlefield. They are the basis of every well-run base.

## HELICOPTER PLATFORM



In these underground plants, the "Mayday"-Air Force is assembled. Because of their versatility, only hyper-modern combat helicopters are used instead of airplanes on the battlefield of the future. Their multi-tasking ability is their main advantage.

## DOCKYARD



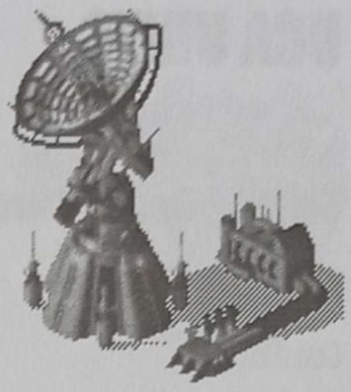
Shipping is produced in the dockyards They are located near to rivers and oceans and are therefore vulnerable to sea attacks. They need to be very well protected.

## RADAR STATION



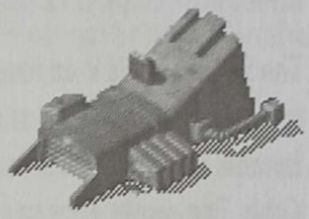
Radar stations are essential to see through the "fog of war". They negate the smoke over an extremely wide radius and also prevent its reappearance. The more radar stations you possess, the more unobstructed vision of the playing area you have – a good overview is the basis of every successful strategy. In addition, radar stations make enemy minefields visible and warn the player if camouflaged units are approaching (i.e. "Ninja" droids).

## SATELLITE STATION



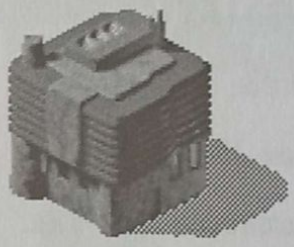
Civilian and military satellites in the earth's orbit are controlled from these stations. As such, they are of great importance for their owner. In many missions the player will be given orders to sabotage these buildings, causing the enemy a major strategic disadvantage from losing satellite control.

## ORE MINE ENTRANCES



Entrances to subterranean mineral and precious stone mines are spread all over the world. However, more can be found on the African continent as it is rich in raw materials. Their destruction automatically weakens the enemy's economy.

## DWELLINGS



These buildings are mainly inhabited by civilians. Because they do not participate in the fighting, you should avoid firing at these objects to spare the human population.

## REPAIR PLATFORMS



If a helicopter lands on one of these buildings, it will be repaired by an automated repair robot – regardless of what side it is from. The repairing process requires lots of time and resources, but only on this platform can damaged air units be repaired.

# UCA UNITS

## SOLDIER Combat Droid



Armor: poor

Cost:120

Construction time: 10 sec.

Vision: poor

Armament: Libretto 12 MM-automatic rifle

The Soldier Droid is an inexpensive standard fighting machine and is easily to produce. It was the first combat robot developed and has, over the years, become a low-maintenance "classic". It was first deployed in 2034 during the U.S. invasion of Cuba. The results were so convincing that no human soldiers have been engaged in war zones since. It can be used against both ground and air targets.

## DESTROYER Combat Droid



Armor: medium

Cost: 150

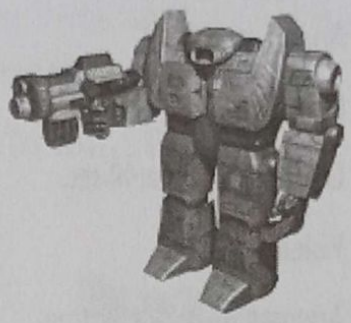
Construction time: 15 sec.

Vision: medium

Armament: plasma ray cannon MK-12

The Destroyer is the next generation of the Soldier Droid. It was developed in 2042 by *General Cybernetics* and is superior to the Soldier in all aspects. It costs more to produce. Its vision device is very effective, its plasma ray cannon is more powerful than the MG of its little brother. The Destroyer is very useful for attacks on enemy bases, but it is ineffective against helicopters.

## PROTECTOR Combat Droid



Armor: good

Cost: 750

Construction time: 35 sec.

Vision: poor

Armament: ground/ground and ground/air-missiles

The Protector Droid is currently the heaviest and slowest droid used by the UCA armed forces. Its heavy titan armor plating makes it very durable and it is a significant threat to ground and air targets thanks to its heat-seeking missiles. The Protector is a greatly feared fighting machine. Due to its limited mobility, it is more of a defensive weapon and is not as useful in offensive operations.

## CLEANER Combat Droid



Armor: weak

Cost: 603

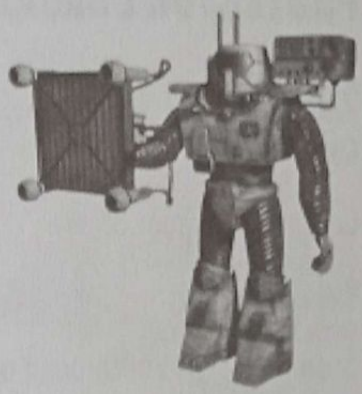
Construction time: 35 sec.

Vision: good

Armament: prolific standard laser gun 2W

The Cleaner Droid is a sniper unit. It is also an excellent scout with great maneuverability and very heavy armament. The Cleaner is the first droid with a neuronal cortex and thus has higher intelligence than most other units on the battlefield. Due to its high level of technology, it is very vulnerable and should not be sent on missions without support.

## MASTER Combat Droid



Armor: medium

Cost:1000

Construction time:40 sec.

Vision: medium

Armament: Persuadertron

The Master Droid does not merely have a lethal armament, it is also equipped with Persuadertron technology. This lets it change the alliegence of enemy units and have them join its own army – this is even possible with helicopters. It is equipped with excellent artificial intelligence. Because of its weak defensive armament, it needs to be supported in combat with guard droids.

## SPEEDER Cross Country Vehicle



Armor: poor

Cost: 290

Construction time: 13 sec.

Vision: good

Armament: M-32 machine gun

The military cross country vehicle from Hendrikson is a maneuverable, all-terrain vehicle and is therefore a good scout craft. Due to its high speed, it is also very useful for rapid attacks or withdrawals. Only the armamentis weak.

## WEASLE Light Tank



Armor: medium

Cost: 410

Construction time: 30 sec.

Vision: poor

Armament: GT plasma ray cannon

The light tank is a good balance between armor and power at a reasonable cost. Its light polycarbon jacket makes it surprisingly fast for a vehicle of its type. It is the standard tank of the American land forces and has been employed successfully for more than 12 years.

## ARCHER Flak Tank



Armor: medium

Cost: 450

Construction time: 40 sec.

Vision: good

Armament: 200 mm ground/air rocket launcher

The Flak Tank was designed specifically to engageme enemy helicopters. As such, it constitutes the backbone of the UCA's mobile air defenses. Its range as well as its positronic control systemare superb. However, it is defenseless against ground attacks.

## BUFFALO Medium Tank



Armor: good

Cost: 900

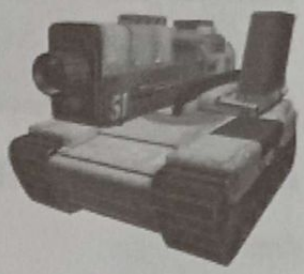
Construction time: 40 sec.

Vision: medium

Armament: 75 mm tank gun

The medium tank is the next generation of the light tank and was developed by the same company, *Carver Industries*. It is built with improved ultra-polymer armor and its A.I. circuits run faster than those of its predecessor. Its heavy tank shells have an uranium core which releases radioactive material. The cost lies between that of the cheap light tank and the expensive heavy tank.

## CONQUEROR Heavy Tank



Armor: very good

Cost: 1200

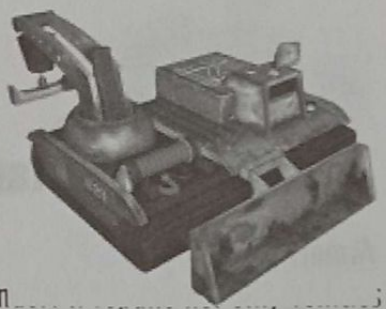
Construction time: 60 sec.

Vision: poor

Armament: Hobbixx laser cannon

The UCA's heavy Conqueror Tank is an almost indestructable weapon. Its 3 cm thick Protectinium plates are impervious to enemy missile attacks. Its powerful laser cannons make every enemy attack suicide. Ist weaknesses are its low speed and long periods needed to recharge its laser.

## PIONEER Reconstruction Vehicle



Armor: good

Cost: 730

Construction time: 32 sec.

Vision: low

Armament: nil

The unarmed Pioneer Reconstruction Vehicle is a true all-roun[illegible] but also buildings. It also clears mines. It is indispensable as an "ambulance" for the repairing damaged units. The Pioneer is not able, however, to repair helicopters and its speed is poor.

## BELLY Transporter



Armor: very good

Cost: 220

Construction time: 25X sec.

Vision: medium

Armament: nil

The unarmed "Belly" is a transport tank. Its well-protected interior contains 5 cargo spaces. These can be used for droids, mines, anti-tank obstacles or guns. Its strong SUB-V carbon motor

makes it fast and maneuverable despite of its heavy armor. It is well suited to construct artillery positions and minefields.

## ATV SONIC Hover Tank

Armor: poor

Cost: 940

Construction time: 45 sec.

Vision: medium

Armament: ATV sonic weapon



The ATV Sonic is one of the most unusual developments on the weapons market. Thanks to its hover drive, it can travel over land or water. Its unique sonic weapon disrupts the enemy's the electronic systes and paralyzes his units, leaving them practically defenseless.

## RECYCLER Collecting Vehicle

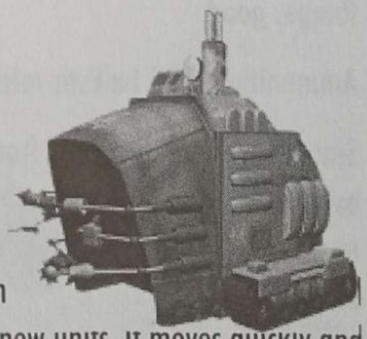
Armor: poor

Cost: 530

Construction time: 40 sec.

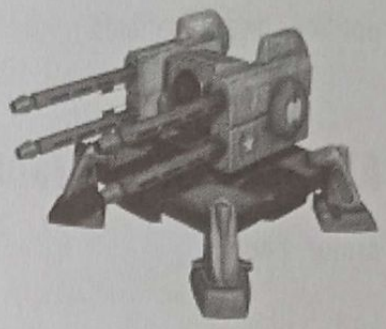
Vision: good

Armament: nil



The "Recycler" is a special vehicle which automatically collects th transforms them into credits that can then be used to produce new units. It moves quickly and systematically through the landscape and works autonomously. Properly used, it can be a gold mine for the player's finances .

## AUTO TRACKER Machine Gun



Armor: poor

Cost: 470

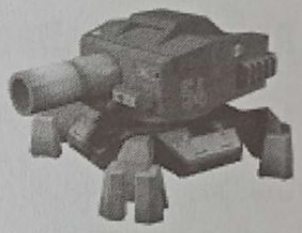
Construction time: 30 sec.

Range: low

Ammunition: 16 mm steel jacket missiles

The Auto Tracker is a quadruple-barrelled, water-cooled machine gun used by the American forces in almost all MG-nests. It is a very reliable weapon with high armor penetrating power and can do a lot of damage, particularly to infantry units. It can also be used against air targets.

## SKULL HOWITZER Ballistic Artillery



Armor: medium

Cost: 150

Construction time: 20 sec.

Range: good

Ammunition: 5D5 ballistic-missiles

Since the SKULL Howitzer from American Patents hit the market in July 2042, it has been extremely successful: inexpensive, low-maintenance and highly effective. The higher the position in which the howitzer is placed, the greater its range becomes. No enemy can escape its TNT shells.

## BULLFROG Air Defence Rocket Louncher



Armor: medium

Cost: 400

Construction time: 25 sec.

Range: medium

Ammunition: Hellcat rockets

The Bullfrog is a milestone in the field of stationary air defense. The "Hellcats" equipped with infra-red sensors are highly reliable long-range target eliminators. If you want to protect your base against enemy air attacks, the ground-air rocket launcher is your weapon.

## SUNDANCE MACHINE



Armor: poor

Cost: 1300

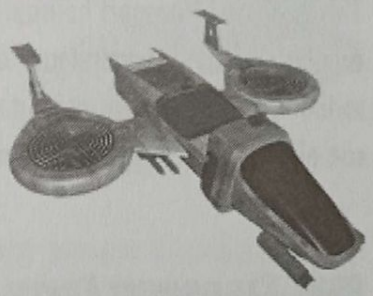
Construction time: 60 sec.

Range: very long

Armamanent: Hobbixx high-power laser

The know-how of several companies was utilized for this device. The very efficient ground-to-ground laser gun is a quasi by-product of the research into orbital SDI satellites. Equipped with its own nuclear-fission energy generator, the "Sundance" has unlimited energy – but the recharging process still takes a long time. This is the only disadvantage of this overall excellent example of American arms technology.

## BUZZ BIRD Reconnaissance Helicopter



Armor: poor

Cost: 824

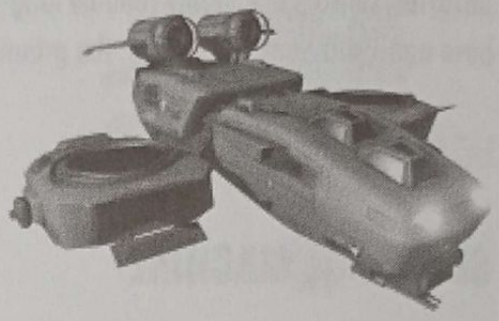
Construction time: 35 sec.

Vision: good

Armament: 12 mm- machine gun

Since the Second Gulf War, this small, but fast helicopter is used for most of the American observation work. Its secret, super silent "whisper" propeller was, according to rumor, developed by the C.I.A. from the propellers of crashed alien spacecraft. This technology makes almost undetectable movement at high speeds possible.

## FLYING DUTCHMAN Combat Helicopter



Armor: good

Cost: 900

Construction time: 55 sec.

Vision: good

Armament: Viptrex air-ground-missiles

This flying fortress of the Dutch *Helsing*-works is greatly feared by enemy ground forces. The heavily armed, but slightly clumsy machine has gotten the nickname "Tank Killer" for justifiable reasons. Large groups particularly can quickly raze an enemy base to the ground.

## BIG MAMA Hover Transporter



Armor: good

Cost: 1100

Construction time: 70 sec.

Vision: low

Armament: nil

This unarmed transport helicopter provides room for up to 5 droids, guns, anti-tank obstacles or mine packages (it can release land as well as sea mines). This helicopter is a perfect complement to the "Belly" ground transporter, although it maneuvers very slowly and is very expensive. It can also transport vehicles instead of 5 small units.

## SEAL Transport Ferry



Armor: poor

Cost: 200

Construction time: 20 sec.

Vision: very poor

Armament: nil

The SEAL transport ferries are made from light aluminum, and are inexpensive, with cargo

space for vehicles and droids. When carrying a load, they can be used in battle. With ingenious versatility you may, for example, make a battleship by combining a tank with a ferry.

## HARPOON Combat Boat



Armor: medium

Cost: 770

Construction time: 55 sec.

Vision: good

Armament: wide-range ballistic-gun

The Harpoon combat speed-boat was already developed by the end of the 20th century by the U.S. Navy and still performs very satisfactorily. Its maneuverability, the long visual range and a solid, wide-range ballistic gun make it suitable for naval warfare as well as for effective attacks on land targets.

## WALRUS Mine Boat



Armor: very good

Cost: 220

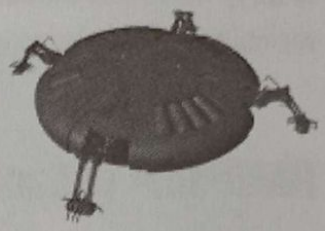
Construction time: 30 sec.

Vision: poor

Armament: ground-air missiles

This unarmed, massive ship is indispensable for naval warfare because it combines several important functions: It is the only unit that is able to lay, locate and sweep for mines, and it can repair other ships. For its defense it has ground-to-air missiles for use attacking helicopters. It is not able, however, to defend itself against other ground or naval units.

## TAD-Land Mine



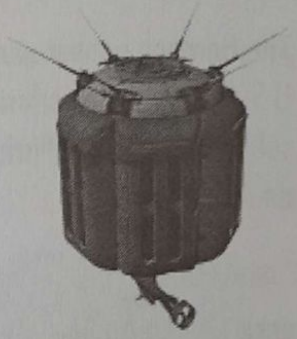
Cost: plus 50

Construction time: plus 15 sec.

Additional weapon

The TAD land mines come in boxes of 5. They are standard contact mines which are hidden in the ground and detonate upon contact with an enemy vehicle. They can only be detected by the enemy by radar – so it is advisable to lay mines outside the range of their radar stations.

## Water Mine



Cost: 50

Construction time: 15 sec.

Additional weapon

The water counterpart of the TAD mines. Water mines can only be laid and swept for by WALRUS ships.

## Speed-Up

Cost: 100

Construction time: 100 sec.

Additional device

A super motor that runs on carbon. This increases the speed of any unit equipped with it. With this motor you can increase the speed and effectiveness of your combat machine by up to 50%.

## Hand Grenades



Cost: 50

Construction time: 25 sec.

Additional weapon

Hand grenades are an ideal supplementary weapon for infantry. Combat androids equipped with grenades throw them at regular intervals as well

as using their standard weaponry against the relevant target. The grenades are very useful against enemy units as well as natural obstacles such as rocks and trees.

## TUNER GEM Optical Intensifier



Cost: 200

Construction time: 75 sec.

Additional device

With the artificial, laser-cut carbonite crystal you can increase the effectiveness of laser weapons. The lens, protected by Pyrit glass, focuses the energy to a greater extent and therefore increases the destructive effect of this modern weapon generation.

## RATIONALIZER Production Accelerator



Cost: +50

Construction time:-50%

Additional device

The Rationalizer is an accessory fusion reactor which can be integrated into production plants. When on, units are produced at double the normal speed – but their cost is also doubled. If you have a lot of money, but only little time, you can enlarge your army quickly with this device and maybe save decisive minutes.

# ASF-UNITS

## RONIN Combat Droid



Armor: poor

Cost: 100

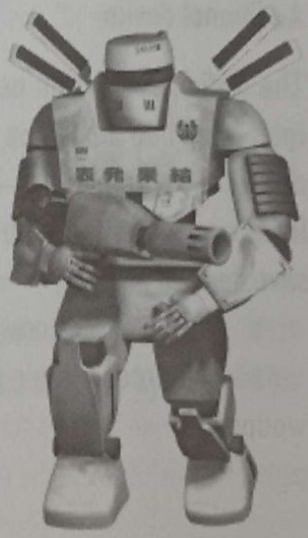
Construction time: 15 sec.

Vision: medium

Armament: Matshake 20mm combat rifle

The Japanese Ronin combat robot is an inexpensive mass weapon. Due to its light armor, it should only be deployed in large groups. The entire design and equipment are very sparse, but they can be produced very quickly and are surprisingly maneuverable - and are therefore very apt for scouting. Equipped with a machine gun, the unit can defend itself against ground and air targets.

## SAMURAI Combat Droid



Armor: medium

Cost: 160

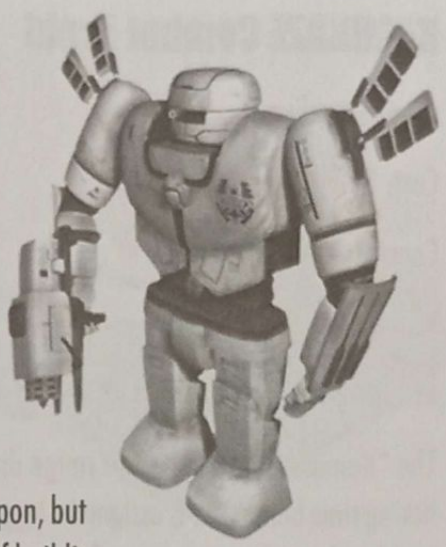
Construction time: 16 sec.

Vision: medium

Armament: Matshake plasma ray cannon

These droids were named after the medieval warriors and are the next generation of the "Ronin". They are equipped with light, but very durable Kevlar armor and specially modified plasma-ray cannons, usually only used on tanks. Their intelligence chips are superior to those of most other droids, but they are a little bit slower and more expensive than their smaller counterparts. The ideal assault weapon for powerful attacks on enemy bases.

## DAIMYU Combat Droid



Armor: good

Cost: 800

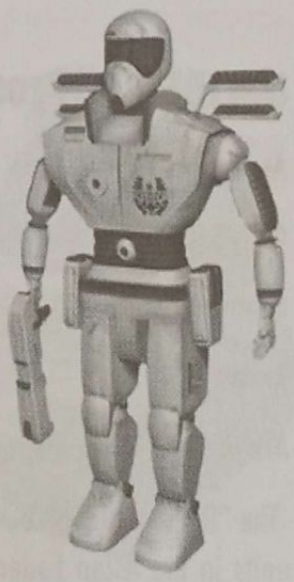
Construction time: 30 sec.

Vision: poor

Weapons: SIKH rockets

Almost 4 meters high and 2.50 meters wide, the "Daimyu" (General) is too slow to be an offensive weapon, but is usually used for the mobile defense of certain types of building or terrain. Its titan armor and its rockets, lack power, but are suitable for ground and air targets, making it the heaviest combat robot of the Asian Federation Army. It lacks intelligence.

## NINJA Combat Droid



Armor: poor

Cost: 1020

Construction time: 40 sec.

Vision: good

Armament: Kazhita plasma rifle P2

The Ninjas were medieval assassins who were masters in the art of camouflage. This characteristic was taken over by this droid model: Ninja Droids are invisible to enemies and can only be detected by radar. Their high speed and the powerful plasma weapons make them a terrifying and unpredictable special unit aganist which the enemy is almost defenseless.

## KAMIKAZE Combat Droid



Armor: medium

Cost: 350

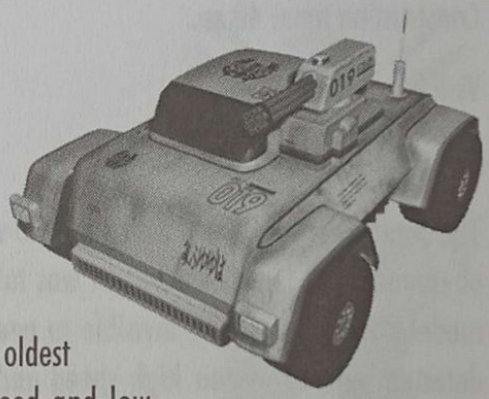
Construction time: 39 sec.

Vision: poor

Armament: Kazhita double-MG .9mm

The "Kamikaze" is not a close range droid, rather more of a ticking time bomb: If it is assigned a target (for example a certain building), it shoots its way free, and blows up itself and its surrounding vicinity with its integrated SEMTEX-detonators when it has reached the target. If one of these robots is approaching, the enemy usually withdraws automatically, because the explosion of the bomb affects around half the combat area.

## ONI (DEMON) Cross-Country Vehicle



Armor: poor

Cost: 370

Construction time: 13 sec.

Range: low

Armament: .15mm machine gun

The "Demon"- cross-country vehicle is one of the oldest units in the Asian Federation Army. Its high speed and low production costs facilitate mass production and make it an ideal reconnaissance vehicle for quickly entering enemy territory. Its limited weaponry and light armor make it unsuitable for direct combat.

## YUREI (EVIL SPIRIT) Light Tank



Armor: medium

Cost: 500

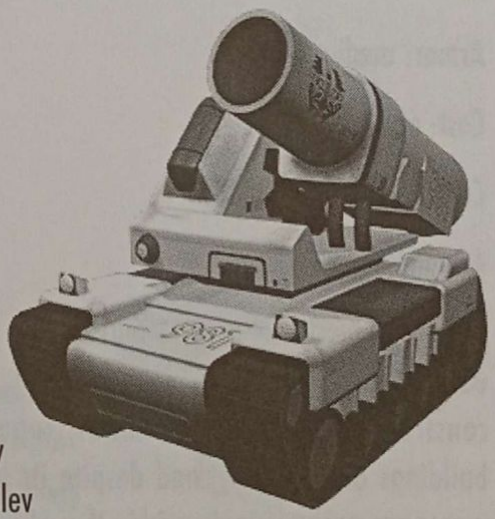
Construction time: X28sec.

Range: medium

Armament: Matshake plasma-ray cannon

The "Yurei" is the standard tank of the Federation Army. It was first developed in 2049, when Emperor Yakamoto, knowing that conflict was looming on the horizon. ordered all state-run armament research enterprises to develop an inexpensive but powerful backbone for the ground forces. All of its instrumentation is very well coordinated, and buying this vehicle is never a mistake.

## PHOENIX Anti-Aircraft Tank



Armor: medium

Cost: 460

Construction time: 45 sec.

Range: long

Ammunition: ground-air missiles

This flak tank, developed in the Ukraine for the defense of Asian positions is absolutely indispensable. Its heavy, infra-red controlled Tupolev rockets make it an efficient and accurate weapon against enemy helicopters.

## TENNO (EMPEROR) Combat Tank



Armor: good

Cost: 1000

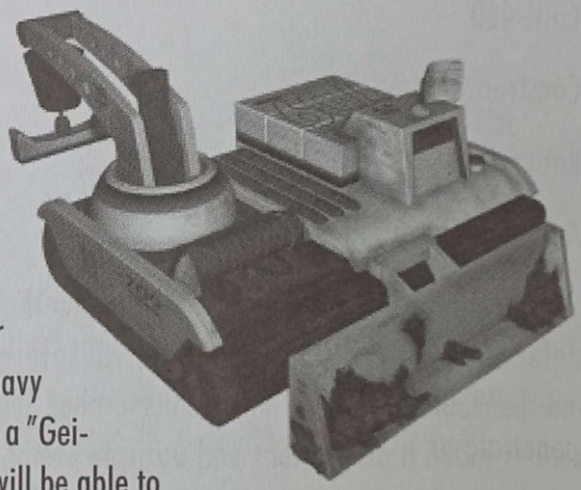
Construction time: 50sec.

Range: long

Ammunition: 80mm tank grenades

The Emperor tank has justifiably earned its name, because it is the absolute ruler of the Asian battlefields. Very high grade steel armor provides good protection, and the high-caliber projectiles, with their radioactive uranium core, do a lot of damage. This war horse is too heavy to compete at speed with lighter vehicles.

## GEISHA Repairing Vehicle



Armor: medium

Cost: 600

Construction time: 30 sec.

Armament: nil

This multi-functional repair vehicle is an excellent example of Asian vehicle construction: It can clear mines, repair buildings and vehicles, and despite its heavy armor, moves surprisingly quickly. If you keep a "Geisha" in the close vicinity of your troops, you will be able to sustain engagement for longer and you will quickly learn to appreciate the unquestionable advantages of this vehicle despite the fact that it is not armed.

## BUDDHA Transport Tank

Armor: very good

Cost: 300

Construction time: 30 sec.

Armamanent: nil



With the unarmed robust transport tank you can comfortably transport up to 5 artillery pieces and droids across the battlefield. In addition, it can be used to lay mines and anti-tank obstacles. This vehicle is indispensable for Asian engineer troops and for tactical organization.

## OBSERVER Radar Scout

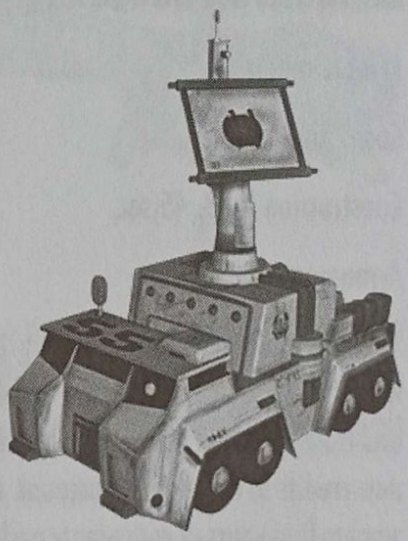
Armor: poor

Cost: 500

Construction time: 40 sec.

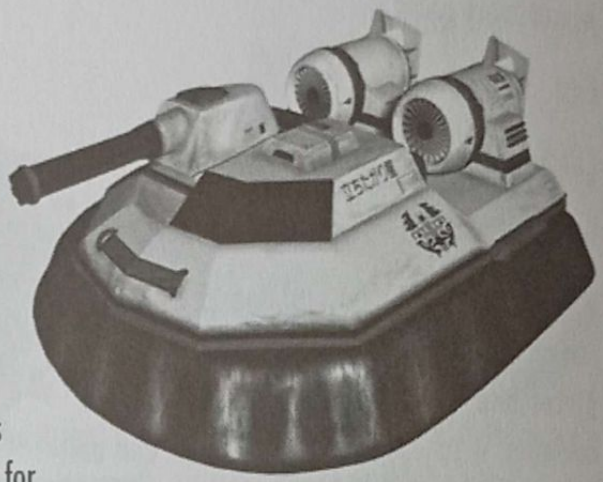
Vision: very good

Armamnent: nil



This small mobile radar station, full of highly modern Japanese computer technology, has often decided the outcome of a battle. Its reconnaissance technology penetrates the "fog of war" with both radar and echo waves. It can locate enemy minefields. Its great deficit is its lack of armor which should never be underestimated.

## FIREFLY Amphibian Vehicle



Armor: poor

Cost: 650

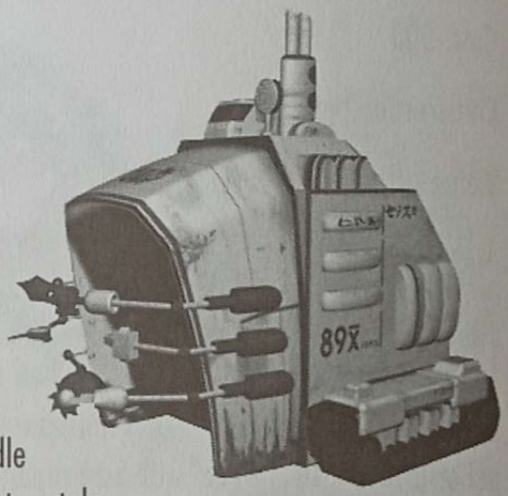
Construction time: 35 sec.

Range: low

Ammunition: 9mm Double MG

In 2048, when the Federation troops had to suppress a revolt in the marsh lands of South Korea, they used this hovercraft for the first time. Thanks to its air cushions, the "Firefly " can to move with breathtaking speed and maneuverability over water as well as on land. This invention might save your life in difficult terrain.

## RENOVATOR Recycling Vehicle



Armor: medium

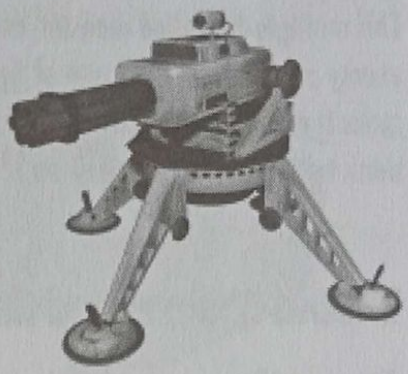
Cost: 500

Construction time: 45 sec.

Armament: nil

The "Renovator" automatically collects the wreckage of destroyed units from the battlefield and transforms the remaining raw materials into new credits in the player's account. If you do not want to find yourself with empty pockets in the middle of a war, you should use this useful, but unfortunately unarmed vehicle as often as possible to increase your finances.

## SHANDIAN MG-Nest



Armor: medium

Cost: 150

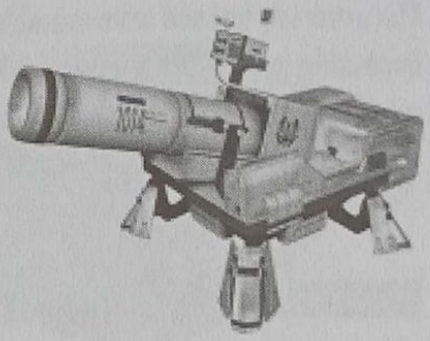
Construction time: 20 sec.

Range: medium

Ammunition: 20mm steel jacket cartridges

The "Twin" Double MG is currently the state-of-the-art and the most dangerous machine gun of all modern armies. If utilized in great quantities (made easy by its low price), it is most suitable to protect buildings or to blocking roads and bridges. Enemy infantry in particularshould take good care not to get into its range of fire.

## LONG Ballistic Cannon



Armor: poor

Cost: 1000

Construction time: 30 sec.

Range: very long

Ammunition: Kazhita ballistic grenades

This fire-breathing monster's nickname of could not be more fitting. The "Dragon" is a frightening, very high-caliber artillery piece with considerable range that is even greater when placed on high positions. Long recharging times and frequent technical failures do not detract from its immense destructive force.

## XING Flak Gun



Armor: medium

Cost: 350

Construction time: 28 sec.

Range: long

Ammunition: 50mm explosive cartridges

This multiple-barrelled monster, developed by the White Russian Guards, makes short work of enemy air forces: A high rate of fire with a long range and the projectiles' wide scatter effect make it an extremely powerful weapon. If you protect your base with this weapon, you needn't think twice about enemy helicopters.

## MIDORI Observation Helicopter

Armor: medium

Cost: 700

Construction time: 45 sec.

Vision: long

Armament: 17mm high speed machine gun



This extremely fast and maneuverable helicopter is not only an excellent observer that is almost impossible to stop, it is also very adapt at attacking other air and ground targets due to its suitable weaponry. The state-of-the-art propeller and the echo-sound comparative system come from the best minds of the universities for arms technology in Yokohama.

## BRESHNEV Combat Helicopter

Armor: good

Cost: 950

Construction: 50 sec.

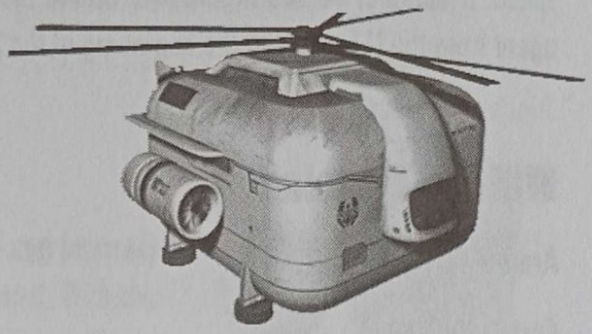
Vision: medium

Armament: HC12 air-to-ground missil



This flying fortress is a relic from the beginning of the Neo-Soviet Union early in the 21st century. Due to its practical and rugged design, it is still a competitively effective weapon against ground targets. It has earned its nickname "Tank Hunter" thanks to its hundreds of successful missions. You should never underestimate this aged warrior.

## SUMO Transport Helicopter



Armor: good

Cost: 1130

Construction time: 60 sec.

Vision: poor

Armamanent: nil

This impressive, although unarmed air transporter, has room for up to 5 Droids, guns, anti-tank obstacles, landmines or vehicles. Although it is older than its American counterpart, it is superior in armor and speed. Without it, the Russian-Chinese "Paratrooper Attack" on Shanghai in 2042 would never have been possible.

## SEAL Transport Ferry



Armor: poor

Cost: 200

Construction time: 20 sec.

Vision: very short

Armament: nil

These ferries are of light-weight construction and have cargo space for vehicles and droids. When loaded, the combat units remain operational. The development is based on blueprints stolen from the American Army with slight improvements.

## HARPOON Speed-Boat



Armor: medium

Cost: 770

Construction time: 55 sec.

Vision: long

Armament: ballistic gun

The special features of this speed-boat are the long visual range, the gun and its considerable speed. It operates on two high-power octane motors. The blueprints were stolen by a Czech agent from the U.S. Navy at the beginning of the 21st century.

## WALRUS Ironclad



Armor: very good

Cost: 220

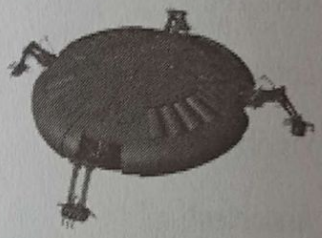
Construction time: 30 sec.

Vision: low

Armament: ground-to-air missiles

This massive ship is essential for naval warfare because it combines several important functions: It is able to lay, locate and sweep mines, and it can repair other ships. It is equipped with ground-air missiles.

## Land Mine



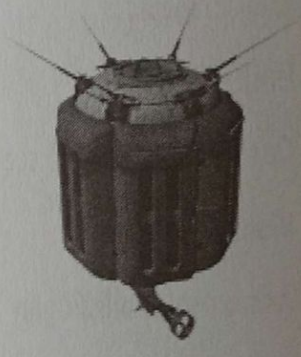
Cost: plus 50

Construction time: plus 15 sec.

Additional weapon

The Asian land mines come in boxes of 5. They are standard contact mines which are placede ground and which detonate on contact with an enemy vehicle. They can only be detected by the enemy radar – so it is advisable to lay mines out of range of radar stations.

## Sea Mine



Cost: 50

Construction time: 15 sec.

Additional weapon

The marine counterpart of landmines. Sea mines can only be laid and swept by armored naval vessels.

## Sol Dynamo

Cost: 200

Construction time: 100 sec.

Additional device



A super motor that operates on solar energy and increases the speed of each unit into which it is integrated. With this motor, you can increase the spped and effectiveness of your combat unit by up to 50%.

## Grenades

Cost: 50

Construction time: 25 sec.

Additional weapon

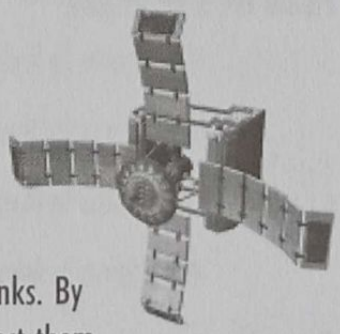
Hand grenades are the perfect supplementary weapon for infantry. As well as using their standard weaponry on the relevant target combat androids equipped with grenades throw them at regular intervals. The grenades are very useful against enemy units as well as natural obstacles such as rocks and trees.

## Sonar Shield

Cost: 200

Construction time: 75 sec.

Additional device



Every weapon generates a counter weapon. Here, the counter weapons is a shield gauge that provides immunity from the electromagnetic sonar rays emitted by American ATV sonic tanks. By integrating this shield generator into your units, you can protect them from the paralyzing effect of this weapon.

# SBL-UNITS

The Southern Block does not develop its own weapons, but buys or preferably steals finished blueprints from the western industrial nations. Its weapon arsenal consists of a mixture of UCA and ASF units:

Soldier, Destroyer, Protector

Oni, Tenno, Yurei, Observer, Phoenix, Recycler, Geisha, Buddha

Tuner Gem, Sonar Shield, Grenades, Speed Up

Autotracker, Xing, Shandian, Sundance

Midori, Flying Dutchman, Sumo

Seal, Harpoon, Walrus

# MULTIPLAYER-MODE

In "Mayday" you can, of course, also play against human players – up to 3 players simultaneously. An extensive multi-player section is available for this purpose. Once the multi-player game is started, the main menu appears and offers you several options.

*Please select play mode:*

SERVER (games leader)

CLIENT (player)

End game

## Starting the game as SERVER/games leader

Type in a station name first (in this case "game"). An input window appears:

Name of Game: _____MYGAME

Station name and Net address/Hostname are displayed and need to be confirmed again. In most cases it may be sufficient to click on "LOCAL".

Please confirm:

SERVER/game name: MYGAME

Hostname/Net address: 101.365.etc.o.A.

Change input

Continue

The hostname is fixed through Windows and cannot be changed by the games leader.

## Selecting the level

The server/games leader needs to select the map on which the network game will take place. You can choose from a total of 10 multi-player levels.

| LEVEL NAME | LAND | SIZE | PARTIES | COMPLEXITY |
|---|---|---|---|---|
| Level name | land name | size | poss. parties | level of complexity |
| Level name | land name | size | poss. parties | level of complexity |
| Level name | land name | size | poss. parties | level of complexity |
| Level name | land name | size | poss. parties | level of complexity |
| Level name | land name | size | poss. parties | level of complexity |

*Start game with selected level*

*Back*

Click the white text once to mark the selected level in red. Press confirm button to continue.

## Selecting the side

The games leader chooses his role in the game.

Please select your side:

Nations: Color:

United Continent of America (UCA) [BLUE]

Asian Federation (ASF) [YELLOW]

Southern Block (SB) [RED]

European Union (EU) [GREEN]

Free Continent of Australia (FKA) [PURPLE]

Start game with selected level

Back

Below the "Color"-section you will find a small square indicating the respective color. Only those sides still available are displayed, i.e. those not yet selected by another player. The colors are fixed and cannot be changed. Please note that you can choose from 5 sides in the single player option, but only 4 in the multi-player option. Certain sides are occasionally excluded from different levels and are therefore not available. You may only select those sides that are on the map.

## Start table

The start table is the last menu before you start the game, which lists all players that have logged in. Click the mouse to start the game and begin the multi-player game.

MULTI-PLAYER TABLE

| # | Player name: | Role: | Type: | Side: | Color: |
|---|---|---|---|---|---|
| 1 | MYGAME | SERVER | Human | UCA | [ ] |
| 2 | Killer Axel | CLIENT | Human | ASF | [ ] |

| | | | | | |
|---|---|---|---|---|---|
| 3 | Thomas the Beast | CLIENT | Human | EU | [ ] |
| 4 | Computer1 | SERVER | Computer | FKA | [ ] |
| 5 | FREE POSITION | | | | |
| 6 | FREE POSITION | | | | |

Remove players

Add Computer opponent

Confirm and start game

Back

Click "Remove players" to delete unwanted players (including self-created computer opponents).

Click "Add computer opponent" to fill free positions. The first menu for the selection of the sides appears. The FREE POSITION is then filled with the number of the computer opponent (see example).

Click "Confirm and start game" to start the game with the selected settings.

## Starting the game as a CLIENT

The registration of your name and the confirmation process (i.e. the first two steps) are identical with the game start as "SERVER". See the relevant section above.

## Selecting the server

Once you have registered as a player, you need to select a SERVER/Game on which you want to play. Each SERVER has relevant information on the respective game.

Please select a game:

| SERVER NAME: | LEVEL NAME: | PLAYER: |
|---|---|---|
| MY GAME | Level name | 5 |
| KH'S GAME | Level name | 1 |
| BATTLEGROUND2 | Level name | 3 |
| Blabla | Level name | 2 |

Participate in selected game

Back

Selecting the side

Select your side here:

Please select your side:

| Nations: | Color: |
|---|---|
| United Continent of America (UCA) | [BLAU] |
| Asian Federation (ASF) | [GELB] |
| Southern Block (SB) | [ROT] |
| European Union (EU) | [GRÜN] |
| Free Continent of Australia (FKA) | [WEISS] |

Start game with selected side

Back

CLIENTS always start their game as "Humans", you cannot select computer opponents (they can only be activated or deactivated by the SERVER). Sides already selected by other players are coded by color and cannot be selected again. Please be aware that only a maximum of 4 players can play the multi-player game.

## Start table

The start table is the last menu before you start the game, which lists all players logged in. Wait until the SERVER/games leader officially starts the game.

MULTIPLAYER TABLE

| # | Name of player | Role: | Type: | Side: | Color: |
|---|---|---|---|---|---|
| 1 | RAINERS GAME | SERVER | Human | UCA | [ ] |
| 2 | Killer Axel | CLIENT | Human | ASF | [ ] |
| 3 | Thomas the Beast | CLIENT | Human | EU | [ ] |
| 4 | FREE POSITION | | | | |
| 5 | Computer1 | SERVER | Computer | FKA | [ ] |
| 6 | FREE POSITION | | | | |

Start

Cancel

Press "Start" to indicate that you are ready to start the game. The SERVER will start the game at his own discretion.

APPENDIX 1:

# KEYBOARD SHORTCUTS

| | |
|---|---|
| F1 | Attack mode |
| F2 | Defense mode |
| F3 | Guard mode |
| F4 | Smart mode |
| F5 | Standard mode |
| F7 | Grid function on/off |
| A | Select all units in field |
| S | Select all units of same type |
| D | Destroy parts of landscape |
| W | Waypoints |
| U | Unload transporter |
| SHIFT + U | Unload transporter completely |
| P | Close production window |
| T | Open/close satellite map window |
| I | Open/close info window |
| SPACE | Close all windows |
| 0-9 + STRG | Select combat group |
| 0-9 + SHIFT | Jump to combat group on battlefield |
| 0-9 | Activate selected combat group |
| C | Sound-atmosphere on/off |
| O | Options (not in multi player mode) |
| X | Scroll faster |
| Y | Scroll slower |
| ESC | Break |
| R | Withdraw |

APPENDIX 2:

# TECH-LEVELS

The combat units in "Mayday" are divided into tech levels. Whereas a plant of level 1 can only produce standard units, upgraded plants are also able to construct more complex and dangerous combat units. To upgrade a plant to tech level 2, click on the icon "Tech Level" that appears (next to the pictures of the units that are to be produced) as soon as you have activated a plant. The upgrading of a plant is, however, time and cost intensive.

## United Continent of America

| | Tech Level 1 | Tech Level 2 |
|---|---|---|
| Droid-Plant | Soldier | Destroyer |
| | Protector | Master |
| | | Cleaner |

| | Tech Level 1 | Tech Level 2 |
|---|---|---|
| Vehicle-Plant | Speeder | Buffalo |
| | Weasle | Pioneer |
| | Archer | Conqueror |
| | Belly | Sundance |
| | Observer | Speed Up |
| | Recycler | |
| | Skull Howitzer | |
| | Autotracker | |
| | Bullfrog | |
| | Mines | |

| | | |
|---|---|---|
| Helicopter-Plant | Tech Level 1 | Tech Level 2 |
| | Buzz Bird | Flying Dutchman |
| | Big Mama | |
| Dockyard | Tech Level 1 | Tech Level 2 |
| | Walrus | Harpoon |
| | Seal Ferry | |

## Asian Federation

| | | |
|---|---|---|
| Droid-Plant | Tech Level 1 | Tech Level 2 |
| | Ronin | Daimyu |
| | Samurai | Kamikaze |
| | | Ninja |
| Vehicle-Plant | Tech Level 1 | Tech Level 2 |
| | Oni | Buddha |
| | Yurei | Observer |
| | Geisha | Firefly |
| | Renovator | Tenno |
| | Phoenix | Long |
| | Shandian | Sol Dynamo |
| | Xing | |
| | Mines | |
| Helicopter-Plant | Tech Level 1 | Tech Level 2 |
| | Midori | Breshnev |
| | Sumo Transporter | |

| | | |
|---|---|---|
| Dockyard | Tech Level 1 | Tech Level 2 |
| | Walrus | Harpoon |
| | Seal Ferry | |

## Southern Block

| | | |
|---|---|---|
| Droid-Plant | Tech Level 1 | Tech Level 2 |
| | Soldier | Destroyer |
| | Protector | |

| | | |
|---|---|---|
| Vehicle-Plant | Tech Level 1 | Tech Level 2 |
| | Oni | Tenno |
| | Yurei | Observer |
| | Phoenix | Long |
| | Geisha | Sundance |
| | Buddha | Speed Up |
| | Recycler | Tuner Gem |
| | Shandian | Sonar Shield |
| | Autotracker | Grenades |
| | Xing | |

| | | |
|---|---|---|
| Helicopter-Plant | Tech Level 1 | Tech Level 2 |
| | Midori | Flying Dutchman |
| | Sumo | |

| | | |
|---|---|---|
| Dockyard | Tech Level 1 | Tech Level 2 |
| | Walrus | Harpoon |
| | Seal Ferry | |

APPENDIX 3:

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