Blue PowerCore
BUILD
EVOLVE
COMMAND
FIGHT
SURVIVE
Press 'FIRE' to upgrade m
D3nnisK's
F O R T S
3.2
FULL
ONSLAUGHT
REAL
TIME
STRATEGY

WELCOME COMMANDER

[INTRODUCTION]

Thank you for downloading D3NNISK'S FORTS. I hope you will have as much fun with this Mutator as I had during the development process.
I recommend you to read through this manual before you start the first match in order to familiarize with this modification. D3NNISK'S FORTS enables you to turn any Onslaught–map into a classic Real-Time-Strategy battlefield. While the basic game rules of Onslaught stay untouched, other things will be changed completely:

- All Energy Turrets will be removed since it is now up to you to set up an effective line of defence.
- In order to provide enough space for your first structures, no vehicles will spawn near your Power Core except of Construction Vehicles .
- Mineral fields and –fountains will be spread over the map.
  Number, expansion and richness of those resources can be adjusted in the mutator-configurations-menu.
- Similar to classic Real-Time-Strategy games, you must establish a base of operations, gather resources, research new technologies and upgrades as well as take care of your base's energy supply and defences.
- Every player is allowed to place structures. To what extend friendly structures can be sold by players, the host can adjust in the mutator-configurations-menu.
- Alternatively, Bots will deploy structures as well.
- choose one of the two factions which require different tactics but are both equally powerful.

All this and more guarantees new, extraordinary strategies for your team.
Have fun!

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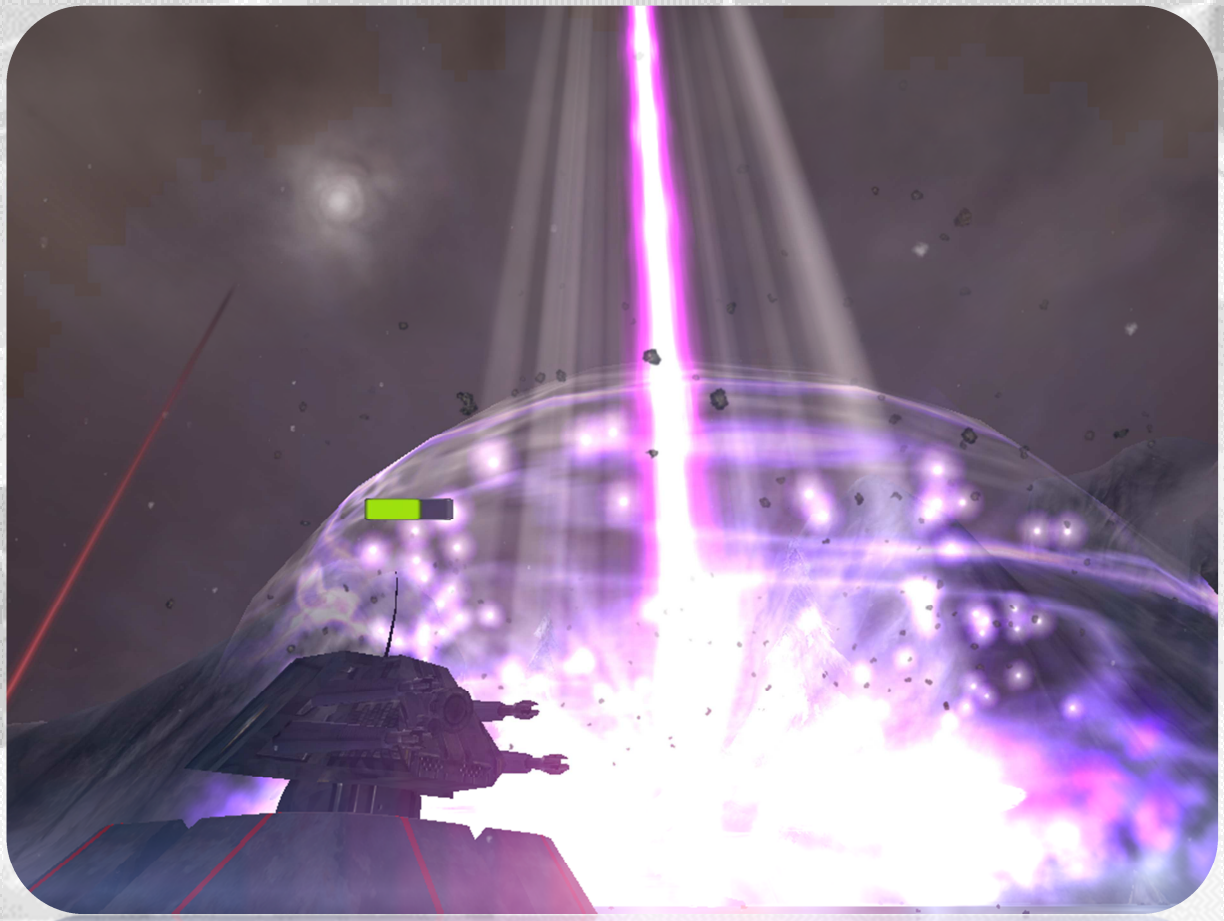

1. Getting started:

Every team starts the match with a set of **Construction Vehicles** close to their PowerCore. Board one of these large and sluggish vehicles and drive it to the future site of the building you want do set up. As you enter the vehicle new HUD-displays will show your team's Credits, Energy-Production, Upgrades and more.
Press the "Alternate Fire"-button to scroll through a list of all available structures.
Stop the vehicle and press the "Primary Fire"-button to place a building.

2. the RTS Camera:

Enter a building and switch to the third-person-view (by pressing F4) to get the real-time-strategy camera online. The interactive cursor will appear on the screen and new HUD-displays will show your team's Credits, Energy-Production, Upgrades and more.
Use your MOUSE to move the cursor around on the screen.
Move the cursor towards the edges of the screen to move the camera over the battlefield.
Use the WSAD or ARROW keys on your keyboard to move the camera much faster.
Press the "crouch" key (c) to return the camera to your base immediately.
Press the "jump" key (spacebar) to switch between top-down and free view mode.

3. Interacting with Structures:

While in RTS camera mode, move the interactive cursor over a building you want to select. The cursor will then change to green selection brackets.
Press “Fire” so select a building.
Press “Alt Fire” or move the camera away from the selected building to de-select a building.

Repair:

Left click on the wrench symbol to repair the structure.
The required amount of money increases with the damage the structure has taken.

Recycle:

Left click on the trashcan symbol to tear down the structure immediately.
A part of the purchase-costs will be transferred to your team’s account.
The more damage the structure has taken, the less money you will get back.

Force Fire / Attack Enemy:

Left click on the red crosshair-symbol to activate the manually targeting mode of a defensive structure.
The Interactive Cursor will change to a red crosshair.
Left click on any point on the terrain to order the weapon system to fire at that location.
Left click on an enemy unit to attack it with the structure’s weapons.
To exit manually targeting mode, de-select the structure.

Set vehicle deployment area:

When a vehicle producing structure is selected, you can left click on the deployment arrow symbol to determine the area where newly ordered vehicles are deployed.
Left click on any point on the terrain close to the selected building to change the deployment area to that location.
To exit deployment mode, de-select the structure.

4. Gathering Resources:

To earn money, you must mine mineral crystals which can be found on fields of different size. Those minerals have to be collected by a MINERAL EXTRACTOR which processes the precious minerals directly on site.
Deploy a MINERAL EXTRACTOR with a CONSTRUCTION VEHICLE in the vicinity of a mineral deposit or a mineral fountain.
Those crystals contain highly volatile substances and tend to explode when under fire. Rare mineral fountains can be an almost inexhaustible source of money but on the other hand they do not regenerate once they are depleted.

You can adjust the way how resources are spread over the map in the mutator-configurations-menu.

5. Building vehicles:

Conglomerate

Build and enter the LOGISTICS UPLINK and choose the first-person view to access the reinforcement-menu. If a suitable deployment area is located, the unit you ordered will be teleported in.
If no appropriate deployment area can be found, the LOGISTICS UPLINK will be sold immediately and its purchase costs will be transferred to your team's account.

Anubian Alliance

The DRONE CONTROL builds and controls up to three drones, gives access to unique Anubian vehicles and provides upgrades for them. It is also required to build more advanced Anubian structures.
Enter one of the three domes to get access to vehicle production (by switching the "seats" when inside). Every dome works similar to the Conglomerate LOGISTICS UPLINK.

6. Upgrades:

To research upgrades, you need time and money above all. In addition, you should always provide enough energy to your installations because the research process pauses if there is not enough energy available.
Once available, your team will profit from those upgrades until the beginning of a new round.

Conglomerate

The COMPUTING CENTER enables you to research different technologies and gives your team access to the orbital ION CANNON.

To activate the orbital ION CANNON, use the SCOUT HOVER BIKE which can be ordered by the LOGISTICS UPLINK.

REACTOR-BOOSTER

All newly constructed REACTORS will be equipped with an improved cooling system allowing them to permanently hold their energy-output at 150% of standard.

AUTO REPAIR

This upgrade enables all of your structures to automatically repair themselves after taking damage.

ANTI BALLISTIC SHIELD

This upgrade enables your LIGHTNING TOWERS to identify and destroy incoming hostile projectiles.

WEATHER CONTROL TECHNOLOGY

This technology is required for the construction of the powerful WEATHER CONTROL.

Anubian Alliance

The BASE HUB and DRONE CONTROL enable you to research different technologies which can improve your unit's and building's performance dramatically.

MINERAL COMPACTOR

Increases your MINERAL EXTRACTORS' efficiency by dramatically reducing the time needed for resource processing.

SOLIDON PLASMA

By combining the GUARD TOWER'S plasma cannon with artificial heavy-matter-replicators, the emitted plasma charges become able to pierce through reinforced armour plating without losing their explosive effect.

SHIELD GENERATOR BACKUP SYSTEMS

Auxiliary power generators and upgraded energy distribution subsystems enable Anubian structures to re-generate their protective shields even if there is not enough power provided.

HAND OF DOOM TECHNOLOGY

This technology is required for the construction of the powerful HAND OF DOOM.

PLASMA LANCE

REPAIR BAYS can now replace the primary plasma weapon of the COBRA craft with a more powerful long-range plasma lance.

SEEKER SELF-DESTRUCT

SEEKER drones can be modified to carry large amounts of explosives that can be detonated by the Operator. After that modification, the SEEKER can be used as a remotely controlled bomb.

PREDATOR MISSILE PODS

Equipped with a new ammunition storage system, the PREDATOR aircraft can carry twice as much hydra rockets as before.

7. Copyright

This concludes the FORTS 3.2 manual.
I hope all of your questions relating to the features of this mod have been answered and you have fun with the mod for a long time.
Thanks for all the comments on moddb.com and of course for the moddb.com crew for providing such an excellent forum for modders and players!

Copyright:
D3NNISK'S FORTS and this manual were created by Dennis Koppenhagen.

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