

A close-up, high-contrast portrait of a man wearing a hat, with the word "WARCASM" overlaid in large, stylized letters. The lighting is dramatic, with strong highlights and deep shadows, creating a moody atmosphere. The man's face is the central focus, with his eyes looking slightly to the right. The hat is a wide-brimmed style, and the overall color palette is dominated by warm, orange and red tones.

WARCASM

<http://www.replacementdocs.com>

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### PLEASE READ FIRST

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns of backgrounds on a television screen or while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms in persons who have no history of prior seizures of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your doctor prior to playing. If you experience any of the following symptoms while playing a computer game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your doctor before resuming play.



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# INSTALLATION

## TO INSTALL WARGASM

1. Exit all programs.
2. Place the **Wargasm** CD-ROM into your CD drive.
3. The **Autorun** feature should start the installation program within a few seconds. If this doesn't happen, either your CD drive does not support Autorun, or this feature has been previously disabled. If that is the case, simply open Windows Explorer by right clicking on the **Start** button on the taskbar and clicking on '**Explore**' in the menu that appears. Locate your CD-ROM in the left window, click on it, and click on the **Setup** icon in the right hand window. The installation program should now run.
4. Follow the instructions in the installation program to complete the install.
5. Once you have completed the install, select the preferred screen resolution from the '**DID Config**' menu.
6. Press **Apply** followed by **OK** to save & exit. you are now ready to play **Wargasm**. NB you can run '**DID Config**' at any point from the Windows start menu.



## TO RUN THE GAME

1. Click on the **Wargasm** icon on your desktop. Or
2. Run the game from the **Wargasm** directory on the **Start Menu**.

## UNINSTALLING

1. Double-click on the **Add/Remove programs** icon in the Windows **Control Panel**.
2. Select **Wargasm** from the list and click on the **'Remove'** button.
3. All **Wargasm** files should then be removed from your system. Any that may be left behind can be deleted manually.

# WARGASM

# INTRODUCTION

Wargasm offers you the chance to take tanks, infantry and helicopters into a global digital war fought across the World Wide War Web (WWWW). Attack the computer defense network of each of seven regions, assimilating their virtual armies when you are victorious. Deploy the best force your limited resources will allow and decisively command your units to eliminate your adversary. Take control of any unit within your force and bring its devastating array of weaponry to bear on active and aware opponents. A tactical control interface provides an invaluable aid when waging war, allowing both unit level control and a tactical level view of the battlespace.

**Your aim is to regain control of war's  
big brother...**



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# BACKGROUND

The year is 2025. Three years ago the governments of the world signed a treaty designed to save billions of lives. The treaty committed all major nations of the world to total disarmament, eradicating the possibility of war. Instead war would be fought on a virtual battlefield. Each nation constructed a database containing the virtual representations of their best front line forces and stored them on the World Wide War Web (WWWW). Power was allocated on the basis of each region's economic and political standing in the world, and represented the military might of individual nations. Reflecting the real-world situation, some nations were less well equipped than others, while Super powers could field the best technology and bigger forces. In the World Wide War Web, the leaders of each nation could command their forces directly without loss of life. In disputes, the victorious nations would take automatic control of the loser's electronic systems for banking, commerce and government... a brilliant dream, but flawed.

In practice the WWWW was open for abuse, with hackers and saboteurs crippling the balance of power, bringing chaos, confusion, and uncontrollable conflicts against the new world order - a state of 'Wargasm' existed. In the real world, people starved and economies collapsed. No longer was it clear who was in control. Your job - to take on all the forces of the World Wide War Web to restore order and save mankind from certain disaster...

"... you have no new mail"

"Welcome to the World Wide War Web"

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# OVERVIEW

In **Wargasm** you play as one of four units at any one time: infantryman, tank commander, APC commander or helicopter pilot. There are four ways to access **Wargasm**.

- 1. Instant Action** - Click this button to get straight into the fight. The objective is to score points by destroying enemy units in a race against time.
- 2. Training** - Quickly get to grips with the basics of fighting as an infantryman, tank commander or helicopter pilot. Learn the unique advantages of each unit.
- 3. War Web** - Here's where you fight the system that was designed to eliminate conventional war, but now threatens mankind's very existence.
- 4. Multiplay** - Test your mettle against real opponents in a fast and furious battle on a network or via a modem.



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# INSTANT ACTION

The Instant Action section contains six missions of increasing difficulty where you will be on your own up against a large enemy force. Points will be awarded for: destroying vehicles and enemy structures; the amount of remaining ammunition and the time taken to complete the mission. In addition, you will be awarded extra time for destroying enemy units. Once a mission is complete you will be taken back to the Instant Action screen and the next mission will be enabled. If you have a high score after completing the missions or being eliminated, you will be invited to enter your name into the high score table.

Once you complete a level of instant action you will be given a password. Enter this password in the box provided at any future point and you will be given access to the level above the completed one.



# WAR WEB

1. Select where to fight by moving your cursor to the desired region and left clicking on it. This region will be enlarged and a briefing describes the nature of that region's forces. You will also see the available battlespaces.

**TIP. Start with regions fielding technically inferior forces.**

2. To select a battlespace, choose any of the flashing icons: Desert, Mountainous or Temperate.

A mission briefing will appear, detailing your objectives, the environmental conditions and expected enemy strength. Press **Cancel** to return to the previous screen or **Accept** to move to the 'Force Selection' screen.

**TIP. Some terrain is more suitable for tanks and some for infantry and helicopters.**



3. Select your units by left clicking on the images in **(a)**.

4. Place them into the inventory screen **(b)** grid by left clicking on the squares. This will reflect the formation your forces will assume when deployed.

To remove units from the inventory screen **(b)**, double-click on a unit.



## WINNING & LOSING

If you conquer a region, various components of your defeated enemies' forces will be assimilated into your armies. If you beat technically superior forces you will have access to their units. Once a territory has been defeated you will be taken to a claim war prize screen where additional vehicles will be added to your inventory.



# TACTICAL CONTROL



## TACTICAL ORDERS

**Deploying your forces** — Upon entering the tactical map there will be up to three possible deployment points for your units. Left click on one of these points and an arrow will appear. This represents the direction your forces will face once deployed. Left click again to deploy your forces.

**Commandeering a unit** — A friendly unit can be commandeered by



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# TACTICAL CONTROL

double-clicking (left button) on the unit you wish to commandeer. This does not apply to support vehicles (Air Strike/Drop, Aerial Recon) which cannot be commandeered.

**Leaving control of a unit** — To remove a unit from your control, simply double-click (left button) anywhere on the map away from friendly units.

**Looking at a unit** — Any unit or point can be looked at from the tactical map. Simply left click the observe icon above the map or press **L** and left click on the unit or point you wish to look at.

**Zooming in and out** — The map can be zoomed into by holding down the **Ctrl** key and left clicking on the map surface, dragging out a box to select an area and releasing the mouse button to zoom. Release the **Ctrl** key to abort the operation. To zoom out hold down the **Ctrl** key and right click on the map surface. You can also use the slider bar to the left of the map.

**Scrolling the zoomed map** — This can be done by either using the slider bars at the right hand side and below the map, or by placing the mouse cursor at the border of the map window. This will scroll the map in the direction of the map cursor, i.e. if the cursor is placed at the top of the screen the map will scroll up, likewise when the cursor is placed at either side or the bottom of the map window.

**Moving** — To move a friendly unit to another location left click on the unit and left click again on the intended destination.

**Attacking** — To instruct a friendly unit to attack an enemy unit or structure simply left click on the friendly unit, then left click on the intended target.

# TACTICAL CONTROL

**Defending a friendly unit or structure** — To instruct a friendly unit to defend a friendly unit or structure, left click on the unit you wish to carry out your order, then hold **Ctrl** and left click on the friendly unit or structure you wish to be defended.

**Instructing more than one unit at the same time** — Instructions can be issued to more than one unit at a time by holding the **Shift** key and left clicking on the map, dragging the box that appears out so that it surrounds the units you wish to instruct. These units will become selected. You can also hold **Shift** and left click on units individually to group them.

**Calling air strikes** — Your close air support vehicles can be brought in to attack either stationary or moving targets. To use an air strike, press the **Air Strike** button and then left click on the intended target on the tactical map.

**Calling for resupply** — Resupply helicopters can be brought in by left clicking the **Resupply** button or pressing the **D** key and then left clicking on a suitable point anywhere on the tactical map. The supplies brought in will be either weapons or armor.

**Calling for reconnaissance (recon)** — An aerial reconnaissance vehicle can be called to overfly the battlespace and reveal the positions of enemy units for a period of time by clicking the **Recon** button or pressing the **R** key and left clicking on the map. The recon vehicle will then fly to this point before returning to its point of entry to the battlespace.

**Deselecting a unit** — A unit can be deselected on the tactical map by right clicking on the map.



# TACTICAL CONTROL

**Halting a unit** — A unit can be halted by right clicking on it. If more than one unit is selected hold the **Shift** key down and right click on a unit to halt them all. Right clicking again will enter the selected unit(s) into guard mode where they will actively attack any local known enemy.

**Ordering an infantryman into/out of an Armored Personnel Carrier (APC)** — Infantry can be ordered to enter an APC by selecting them and left clicking on the target APC. A small number will appear beside any APC that contains infantry, up to a maximum of four. If you are in direct control of an infantryman simply running into the back of an APC will cause your infantryman to enter the APC and you will take control of it. Pressing **Shift** together with the **D** key while in control of an APC (in 3D) containing infantry will cause them to disembark.

**Ordering Infantrymen out of an APC** — To instruct infantrymen to disembark while in the tactical map, simply right click on the APC.

## GROUP FUNCTIONS

**Assigning a group to a key** — With one or more units selected, hold down the **Shift** key and press one of the number keys **0-9**.

**Recalling group selection** — Press the required number key.

**Aligning the map to a group** — Hold down the **Ctrl** key and press the required number key. The map will then move and scale to view the selected group and some of the surrounding area.

# TACTICAL CONTROL

Friendly Unit/Structure



Enemy Unit/Structure



Deployment Point



Recon Aircraft



Main Battle Tank



Pillbox/Gun Emplacement



Armored Personnel Carrier



Minefield



Infantryman



Building



Mobile Anti-Aircraft



Building (Possible Target)



Attack Helicopter



Attack Aircraft



Resupply Helicopter



# VISUAL DISPLAY



\*Instant Action Mode Only

# CONTROLLING UNITS



## INFANTRY

Infantry are ideal for sneak attacks, difficult for enemy units to hear, see and detect on radar. They are, however, slow and vulnerable, but used with an armored personnel carrier they can be moved quickly to where they are needed. Special Forces units are similar to Conscripts, but are faster and have a greater array of firepower at their disposal.

ACTION	A	B	C	D	E
Forward/Back	Forward/Back on Joystick/Cursors	Forward/Back on Joystick	Forward/Back on Cursors	+/-	Forward/Back on Cursors
Turn	Left/Right on Joystick/Cursors	Left/Right on Joystick	Left/Right on Cursors	Left/Right on Joystick/Cursors	Left/Right on Cursors
Raise/Lower Weapon	Shift or button one & Joystick or Shift & Cursors Up/Down	Forward/Back on Cursors	Forward/Back on Cursors	Forward/Back on Joystick/Cursors	C/D
Twist Torso	Shift or button one & Joystick or Shift & Cursors Left/Right	Left/Right on Cursors	Left/Right on Joystick	Shift & Joystick Left/Right	X/V
Crouch/Stand	A/Z	A/Z	A/Z	A/Z	A/Z



# CONTROLLING UNITS



## ARMORED VEHICLES

Tanks and other armored vehicles are the most powerful units on the battlespace. They have enormous firepower and are able to withstand a large amount of punishment. They can be slow over difficult terrain and are vulnerable to aerial attacks and Infantry attacks from cover.

ACTION	A	B	C	D	E
Forward/Back	Forward/Back on Joystick/Cursors	Forward/Back on Joystick	Forward/Back on Cursors	+/-	Forward/Back on Cursors
Turn	Left/Right on Joystick/Cursors	Left/Right on Joystick	Left/Right on Cursors	Left/Right on Joystick/Cursors	Left/Right on Cursors
Raise/Lower Weapon	Shift or button one & Joystick or Shift & Cursors Up/Down	Forward/Back on Cursors	Forward/Back on Cursors	Forward/Back on Joystick/Cursors	C/D
Turret Left/Right	Shift or button one & Joystick or Shift & Cursors Left/Right	Left/Right on Cursors	Left/Right on Joystick	Shift & Joystick Left/Right	X/V

# CONTROLLING UNITS



## HELICOPTERS

A valuable reconnaissance and fast attack unit, though vulnerable to ground fire, the helicopter allows high speed movement to all areas of the battlespace. While limited, rocket and missile armament can be devastating if applied at the right time and in the right place.

ACTION	A	B	C	D	E
Forward/Back	Forward/Back on Joystick/Cursors	Forward/Back on Joystick	Forward/Back on Cursors	+/-	Forward/Back on Cursors
Turn	Left/Right on Joystick/Cursors	Left/Right on Joystick	Left/Right on Cursors	Left/Right on Joystick/Cursors	Left/Right on Cursors
Raise/Lower Weapon	Shift or button one & Joystick or Shift & Cursors Up/Down	Forward/Back on Cursors	Forward/Back on Cursors	Forward/Back on Joystick/Cursors	C/D
Rotate Gun Mounting	Shift or button one & Joystick or Shift & Cursors Left/Right	Left/Right on Cursors	Left/Right on Joystick	Shift & Joystick Left/Right	X/V
Climb/Descend	A/Z	A/Z	A/Z	A/Z	A/Z



# SAVE & LOAD

## TO SAVE

1. Click on the **Save** button at the main 'War Web' screen, or the 'Battlespace' select screen. All current units, battlespaces and regions won will be saved

## TO LOAD

1. Click the **Load** button at the main 'War Web' screen.  
2. Click on the slot to load from the list and restore the previously saved campaign.



# T TRAINING

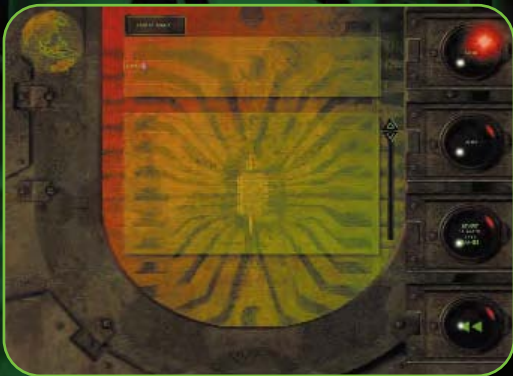
This area offers a quick introduction to your three main types of unit, the Main Battle Tank, the infantryman and the helicopter. Follow the instructions and aim to complete the training as quickly as possible.



# NETWORK

## TO BEGIN A NETWORK MISSION

1. Select the type of network service by clicking on the most suitable: IPX, TCP/IP, modem, or serial. If in doubt, contact your network supervisor.
2. Click on the >> button to move to the next screen, or << to return to the main menu.
3. All players must enter their name by replacing the word 'player' with their own name.
4. One player must then set up a game. This will usually be the player with the fastest machine. This player (the 'Server') must click the **New** button to set up a new game.
5. If more than one game is being run over the same network each must have a



unique name. To name the session, the 'Server' must click in the window where the words **New Session** appear, delete this and enter the name of the session.

**6.** The Server must click on one of the Multiplay worlds in the list and click >> to load the mission.

**7.** Once the Server has begun loading the mission, the other players can join.

**8.** Joining players should click on the **start search for games** button, then on the name of the session they wish to join, then click the **Join** button.

**9.** Clicking the **start search for games** button will update the list of currently available games.

**10.** Once in the game, click on a unit in the list below the map, then click on the map where you wish to be deployed.



# WEAPONS & SUPPLIES

WEAPON	AMMUNITION	DESTRUCTIVE FORCE	DAMAGE PROXIMITY (M)	OPTIMUM TARGET
Machine Gun	20/25mm	1	0	Infantry, trucks & soft targets
Tank Main Gun	HEAT	50	10	Light vehicles, buildings & infantry
	HESH	35	10	Light vehicles, buildings & infantry
	SABOT	500	8	Heavily armored vehicles & buildings
Missiles	Unguided Rockets	50	15	Slow moving vehicles & buildings
	Hellfire	250	25	Armored vehicles & aircraft
	Stinger	200	25	Airborne targets
Grenades	-	50	17	Light armored vehicles & infantry
Mines	-	50	15	Light armored vehicles & infantry



**Weapons** — You will be provided with one of a number of different weapon types.



**Armor** — Your armor level will be increased



**Random** — You will be provided with weapons, armor or even something that will do you damage if you're unlucky.



# UNIT STATISTICS

	ARMOR	FIREPOWER	SPEED	TIME BONUS (INSTANT ACTION)
<b>INFANTRY</b>				
Conscript	△	△	△	5s
Special Forces	△	△△	△△	10s
<b>HELICOPTERS</b>				
Commanche	△△	△△△	△△△△△△△△	30s
Mil-24D Hind	△△△	△△△△	△△△△△△△△	35s
Future Commanche	△△△△	△△△△	△△△△△△△△△	-
Kamov-50	△△△△	△△△△	△△△△△△△△△	40s
<b>ANTI-AIRCRAFT ETC</b>				
Vulcan	△△△△	△△	△△△△	15s
Tunguska	△△△△△	△△	△△△△	15s
Autogun	△△△△△△	△△△△	Static	15s
Pillbox	△△	△	Static	10s
<b>APCs</b>				
Warrior	△△△△	△△△	△△△△△△	15s
BMP3	△△△△	△△△△	△△△△△△	15s
LVTP7	△△△△△	△△△△	△△△△△△△	-
FAPC	△△△△	△△△△△	△△△△△△△	15s
<b>MBTs</b>				
M1Abrams	△△△△△△	△△△△	△△△	20s
T80	△△△△△△	△△△△	△△△△	20s
Leopard	△△△△△△△	△△△△	△△△△	20s
Challenger	△△△△△△△△	△△△△△	△△△△△	25s
FLBT	△△△△△△△△	△△△△△	△△△△△△	20s
Pro Tank	△△△△△△△△△	△△△△△△△△△	△△△△△△	35s
FMBT	△△△△△△△△△△	△△△△△△△△	△△△△△△	40s



# KEYS

## WEAPONS

Pg Up	Increase fuse
Pg Dwn	Decrease fuse
Ins	Weapon - next
Del	Weapon - previous
Bkspc	Weapons select
Space	Fire

## UNIT

B/Ctrl	Brake
Home	Recenter turret
G	Toggle gun stability
T	Toggle turret stability
End	Turret lock
A/Z	Stand/crouch or climb/descend

## VIEWS

F1	Gunsight view/zoom gunsight view toggle
F2	Commander view/external view toggle
F3	External view
F4	Driver view
F5	Weapon view (locked on)
F6	Drive by view
F7	Tower view
F8	Smartview (selecting any other view turns smartview off)

Shift-F3	Fixed external view
Shift-F4	Track view
Shift-F7	Aerial view

## GENERAL

P	Pause
M	Map
K/Shift K	Cycle to next/last vehicle
Shift-Q	Quit
Shift-O	Options (Disabled in net game)
Shift-D	Dismount infantry from APC
N	Network message

## CAMERA CONTROLS

Num 8	Up
Num 4	Left
Num 6	Right
Num 2	Down
Num -	Zoom in
Num +	Zoom out



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