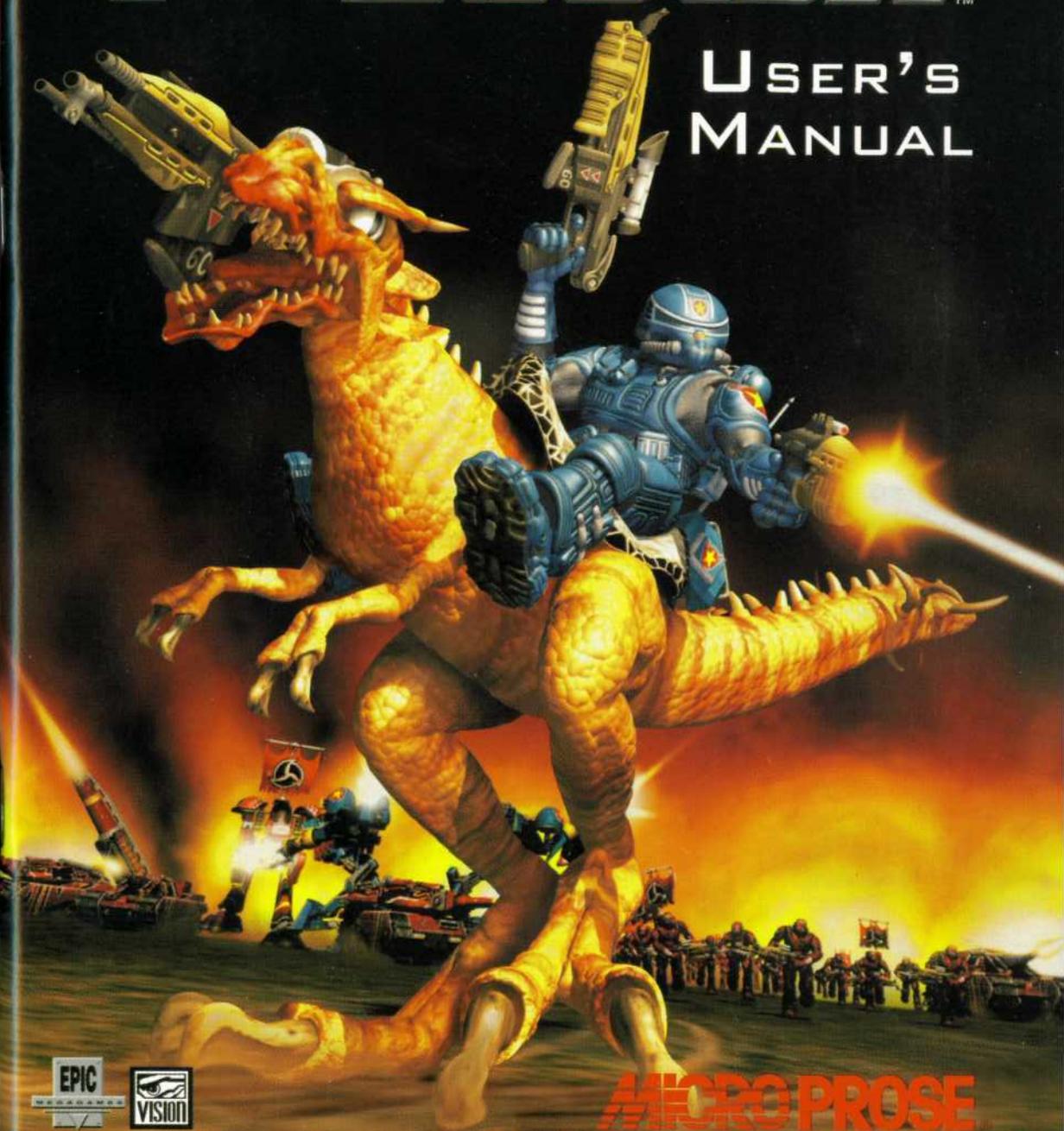


7TH LEGION™

USER'S
MANUAL



MICRO PROSE

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GILMAN G. LOUIE
MICROPROSE

7TH LEGION™

USER MANUAL



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STORY

Centuries of overpopulation and reckless consumption had brought the Earth's ecosystem to the brink of collapse. Radical, panic-induced laws restricting reproduction and fuel use came too late to stem the tide of decay and pollution that was rapidly drowning the planet. Scientists predicted that within just two to three decades, mass starvation and disease would ravage the entire planet. In desperation, governments and global corporations set up a Planetary Evacuation Program (P.E.P.) to transport the Earth's inhabitants to safety on interstellar bio-colonies.

Several years later, however, as the time for departure neared, it was evident that there was nowhere near enough room aboard the evacuation shuttles for all of the Earth's inhabitants. A selection lottery was implemented, but it soon became clear that only the most privileged segments of society were being chosen for evacuation.

Widespread panic and chaos erupted as the shuttles prepared for departure. Thousands tried to force their way onto the spacebound ships but were instead turned back or slaughtered by P.E.P. military escort troops. In the end, the shuttles lifted off as planned, carrying their privileged cargo away from a dying planet. And leaving billions behind to perish.



Hundreds of years later...

Having been relieved of a substantial segment of its population by the P.E.P. and sacrificing a far more sizable segment to famine and disease, the Earth has begun to heal. Those who managed to survive after the evacuation eventually split into seven legions, all vying for political and military control of the planet and its scarce resources.

With global communication fractured and record-keeping eclipsed by more pressing needs of survival, the P.E.P. and those selected to participate in it have become clouded in myth and legend.

The most well-known legend prophesies the *Returning*, a time of war when the *Chosen* return to reclaim their place on Earth. The *Returning*, it is told, will be preceded by three concurrent signs that any man can see. The first is one day and one night of continual daylight. The second is a day and night of darkness. The final sign is the rain of fire.

The signs have begun to appear. The seven legions must now put aside their differences and join forces to protect the Earth from the legendary enemy they all fear most of all—the *Chosen*.

You control the most powerful legion of all, the 7th Legion.



SYSTEM REQUIREMENTS

CPU: IBM PC Pentium® 100MHz

Operating System: Windows® 95

RAM: 16MB or more

Video: 2MB video card, High Color graphics,
DirectX 5.0

CD-ROM: Quad speed or faster

Sound: Windows-compatible sound card

Hard Drive Space: 15MB for minimum install;
installing DirectX 5.0 requires an
additional 15MB

Controllers: Keyboard, mouse

MOUSE TERMINOLOGY

Throughout this manual, certain terms are used to describe various mouse features and operations. This terminology should be old hat to anybody used to using Windows 95. For those who are not familiar with Windows 95, brief definitions of the mouse-related terms used in the manual are provided here.

Pointer: The onscreen indicator of your mouse position. In *7th Legion*, the mouse pointer shape and function change according to what is happening in the game.

Click: A single quick tap on the *left* mouse button.

Double-Click: Two consecutive quick taps on the *left* mouse button.

Right-Click: A single quick tap on the *right* mouse button.

Drag: Holding down a mouse button while moving the mouse to highlight an area or encompass a group of objects on the screen.



INSTALLING THE GAME

Insert the *7th Legion* CD into the CD-ROM drive.

7th Legion uses the Windows 95 Autoplay feature to present you with installation and setup options. After you place the *7th Legion* CD in the CD-ROM drive for the first time, the installation window should automatically appear.

If the installation window does not automatically appear after you place the CD in the CD-ROM drive (make sure you give your computer a few seconds to read the CD), you can manually start the install process by clicking on the *Start* button of the Windows 95 taskbar, located in the lower left-hand corner of the screen. Click *Run*, type “D:\Setup” (if your CD-ROM drive is assigned to another letter, type that letter instead of “D”), and click the *OK* button. Then follow the onscreen instructions.

You must have Microsoft’s DirectX 5.0 installed on your computer to play *7th Legion*. If you do not already have DirectX 5.0 installed, make sure you check the box indicating that you want *7th Legion*’s installer to install DirectX for you. If you have an older version of DirectX installed, you will be asked to upgrade to DirectX 5.0. We recommend that you do *not* try to run *7th Legion* with an old version of DirectX.



LOADING THE GAME

After you have installed *7th Legion*, the Windows 95 Autoplay feature will automatically play the intro movie and then display the Main Menu whenever you place the *7th Legion* CD in the CD-ROM drive.

If the CD is already in the drive, or if Autoplay fails, you can launch the game from the Windows 95 Start menu or by clicking on the *7th Legion* desktop shortcut.

STARTING THE GAME

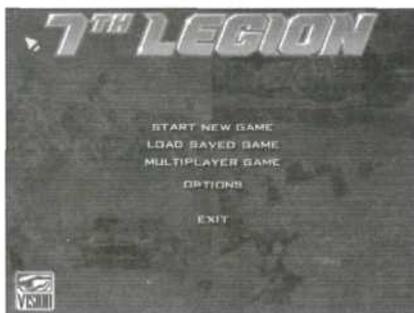
The first thing you will see after you have loaded *7th Legion* and watched the intro cinematic is the Main Menu. Click on whichever option you want to initiate.

MAIN MENU

This menu contains options for starting, loading and configuring *7th Legion*.

START NEW GAME

Select this option to (you guessed it) start a new game. Next, you will choose which force you want to control. Then, let the battle begin!



Forces: You can choose to control either the *7th Legion* or the Chosen. Each force has its own building and unit options. Biographies of the forces and descriptions of their respective units can be found in the “*7th Legion Database*” section.



Although the 7th Legion is presumed to be the “good guy” force and the Chosen the “bad guy” force, keep in mind that war is never so black and white. True, the 7th Legion are descendants of those the Chosen left to perish on a dying Earth. But from the Chosen’s perspective, they did what they were forced to do in order to ensure the survival of the human race. If they hadn’t left the planet when they did, neither they nor those they left behind would be alive today.

One of the keys to victory in war is an unfailing belief in the righteousness of the cause you are fighting for. Whichever force you choose, embrace your side’s cause and show no mercy to those who seek to destroy you.

LOAD SAVED GAME

Select this option if you want to load a previously saved game. From here, you can select one of up to 10 saved games. Click on the *Cancel* button if you change your mind and want to return to the Main Menu.

MULTIPLAYER GAME

Select this option if you want to play an Internet, LAN, Modem or Skirmish mode multiplayer game. See “Multiplayer Gaming” for comprehensive descriptions of these modes, as well as setup and play instructions.

OPTIONS

Click here to configure sound and graphics options.



**“Those who live are
those who fight.”**

Victor Hugo

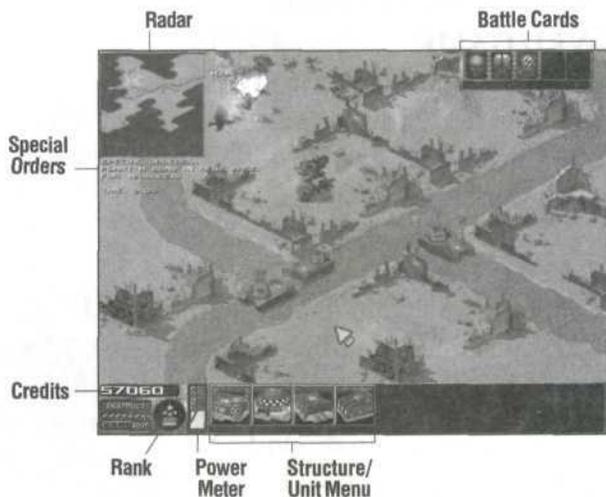


THE 7TH LEGION INTERFACE

EXIT

At the risk of insulting your intelligence, select this option to exit *7th Legion*.

7th Legion is a fast-paced, action-packed game in which split-second decisions and execution often make the difference between victory and defeat. The game's interface and controls have been designed to help you gather information, control your units, and react to the onscreen action as quickly and easily as possible. When a horde of enemy assault chassis are blasting away at your base, the last thing you want to do is fumble around in search of the right controls to command your units to destroy them.



The *7th Legion* main game screen lets you observe all of the action on the battlefield and, simultaneously, provides you with status meters, indicators and text messages to keep you abreast of important information and events. Virtually all you need to see and know is here, so you won't have to waste time or interrupt the game action



switching to and from alternate windows and views. You will use the mouse to move the pointer around the main game screen to view different areas of the battlefield, build structures, issue commands to your units, etc. As a general rule, the left mouse button is used to indicate view areas, select objects and units, and issue movement and attack commands. The right mouse button is typically used to deselect units.

THE VIEWABLE AREA

The action in *7th Legion* takes place over a wide range of land, far more than can be viewed all at once on the screen. Consequently, you'll need to scroll around the screen to view different portions of the battlefield.

The entire battlefield is represented on the radar in the upper left-hand corner of the main game screen (see the "Radar" section below for more info). The white rectangular frame on the radar represents the current viewable portion of the battlefield. To scroll the viewable area, press the arrow keys on the keyboard or use the mouse to move the pointer to the edge of the screen in the direction you want the view to move.

To quickly change the view to a particular area of the battlefield, use the mouse to position the pointer on the radar over the area you want to view and click there. The viewable area will instantly switch to the area of the battlefield you indicated.

VISIBILITY

When you begin a mission, you will notice that the majority of the battlefield is hidden beneath a wall of dark "fog." This fog indicates the area of the battlefield

THE FIELD OF BATTLE



that you have not yet explored and, therefore, are not yet familiar with. Fogged-in areas are represented in black on the radar. As your units move out over the battlefield, the fog will clear wherever they go. Since

the fog may very well be concealing the presence of approaching enemy units, it is a good idea to quickly send some of your low ranking troops out in different directions over the battlefield to reveal as much of the terrain as possible.



Note: Fog will roll back in to previously revealed areas if there is no activity in those areas for an extended period of time.

RADAR

The radar, which can be toggled on and off with the Tab key, provides you with a miniature view of the entire battlefield. You will come to rely on the radar to give you a general idea of what is taking place on the battlefield beyond the current viewable area. The radar features two display modes, which you can switch between depending upon your situation in the game.



Standard Display

The standard radar display is the default mode and the one you will probably use most often. Black areas on the radar represent unexplored areas of the battlefield that are still cloaked in fog. Colors corresponding to a particular force indicate units or buildings belonging to that force. So if you are currently viewing a remote area of the battlefield and you notice an abundance of enemy-colored dots surrounding your base on the radar, get back there and beef up your defenses pronto!





Infrared Display

The infrared display is used to give you an idea of the strength and concentration of enemy units. To activate the infrared display, hit the I key on your keyboard. All enemy units in the explored area will now appear as red spots on your radar. The intensity of each spot reflects the strength of the unit. The brighter the shade of red, the stronger the unit. This display mode is a good way to quickly determine where the enemy's strongest units are concentrated and which areas are most vulnerable to attack. To return to the standard radar, hit the I key again.

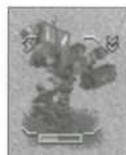
Mastering control of your battle units may well be what enables your force to conquer the battlefield instead of becoming fertilizer for it. In order to react to unpredictable enemy attacks, launch well-executed attacks of your own and deal with *7th Legion's* fast-paced gameplay, it is essential that you memorize the various means of controlling your units and practice them until they become second nature.

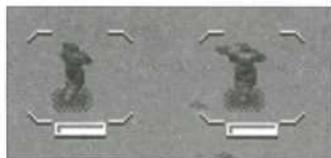
SELECTING/DESELECTING UNITS

Individual Unit Selection

Before you can issue a command to a unit, you must first click on the unit to select it. Once a unit is selected, it will be framed by a white bounding box with a health meter beneath it.

CONTROLLING YOUR UNITS





Multiple Unit Selection

To select a group of units simultaneously, hold down the left mouse button and drag a frame around all the units you want to select. Once the units are framed, release the mouse button. The entire group of units you selected will react to the commands you issue. This method of group selection works best when the units you want to select are all within close proximity of each other. If you want to assemble a group from units scattered around the battlefield, use the *shift + click* method explained in “Adding Units to a Group Selection.”

You can also right-click on a unit to select *all* friendly units in the viewed area that are currently performing the same action as the unit you clicked on.

Deselecting Units

To deselect a unit, or group of units, right-click on an unoccupied portion of the battlefield.

Adding Units to a Group Selection

Keep in mind that when you drag a selection frame around a group of units, *all* of your units within the bounds of the frame you drag will be selected and will react to your command. If you need to be more selective in deciding which units to add to a group, you can add units to the group one at a time by holding down the Shift key and clicking on each unit individually.

Removing Units from a Group Selection

To remove individual units from a group selection, hold down the Shift key and right-click on each unit you want to remove from the group.

MOVING UNITS

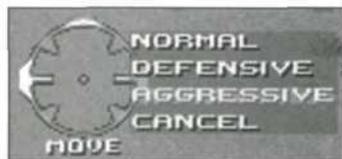
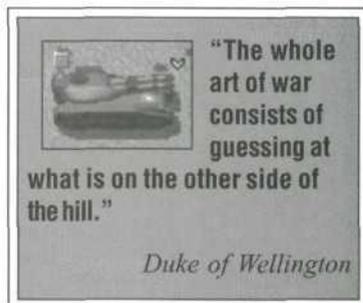
To move selected units, position the pointer over the location you want the units to move to and click there. The units will immediately move toward the location you indicated and stop when they arrive there. If the units are prevented from reaching the intended location by impassable terrain, they will move as close to the location as possible.

Terrain

Battlefield terrain, including water, mountains and rubble, affects gameplay in a number of ways. First, you will need to take surrounding terrain into account when building structures. Structures must be built on flat terrain, so you'll want to seek out areas with plenty of flat land around when setting up a base. Second, unit movement is impacted by terrain. At times, what looks like a short distance between two points may turn out to be anything but, as your units are forced to take circuitous routes around terrain obstructions. Finally, terrain can often play a role in strategic planning if you use it to anticipate where enemy units will have to travel to get around obstructions.

Movement Characteristics

Movement characteristics determine how your units will react if they encounter enemy units en route to their destination. To select a movement characteristic for your units when you instruct them to move, position the pointer over the target location and hold down the left mouse button. A menu will appear next to the pointer. While keeping the button pressed, position the pointer over the movement characteristic you want the





units to assume while moving. Release the mouse button to issue one of the following commands:

Normal: Units move toward their target without regard to enemy units.

Defensive: Units will try to avoid and run away from enemy units. They will continue toward their target when they find a clear path.

Aggressive: Units will attack any enemy unit that comes into range, but will continue to move toward their target.

Cancel: Cancels the movement command.

Unit Detachments

Unit detachments allow you to save unit selections so you will not have to take the time to find and reassemble particular selections time and time again. Detachments can be recalled and are ready for action at the touch of a button. You can even assemble detachments made up of units ideally suited for a particular task, so they will be ready to move when you need them.

To create a detachment, select the unit or units you want to make into a detachment. While the units are selected, press and hold the Ctrl key, then press a number key (1–0). When you release the keys, the selected units are stored as a detachment and assigned to the number key you indicated. Now, anytime you hit that number key, the units assigned to that detachment will be selected and ready for your commands.



BUILDING STRUCTURES

Most missions in 7th Legion require you to build and maintain a base. Your base is the home of your headquarters and is the key to expanding your forces and developing new technology. Because your base is the primary supplier of your resources, it is imperative that you defend it at all times. Once your base is destroyed, it is only a matter of time before your force is a memory.

The procedure for initiating construction is essentially the same for all structures. First, click on the icon for the structure you want to build in the Structure/Unit Menu at the bottom of the main game screen. If you aren't sure what type of structure an icon represents, rest the pointer over the icon for a moment and the name of the corresponding structure will appear. Next, position the pointer over the area of the battlefield where you want the structure to be built. Your pointer will drag a grid-covered "blueprint" of your structure wherever you move it. If the structure cannot be placed where your pointer rests, the grid will turn red. Reposition your pointer until the grid turns beige and click to place the structure. If you change your mind about building the structure before you have placed it, right-click instead to cancel construction.

Often, building a structure will create new structure or unit building options. Structures that create new building options are called *parent* structures, and the new options they create are referred to as *spawns*. For example, after building a barracks (*parent*), you will have the option to generate battle units (*spawns* of the barracks). New structure or unit options will appear on the Structure/Unit Menu after the construction of a parent structure is complete. You can also click on a parent structure on the battlefield at any time to reveal its spawn structures or units on the Structure/Unit Menu.





HEADQUARTERS

If a mission requires you to build a base, you are supplied with a Mobile Base Unit (MBU). Move your MBU to the area on the battlefield where you want to construct your base. Once your MBU is in place, position the pointer over it. If it is possible to build here, "DEPLOY" will appear within the target pointer. (If "DEPLOY" does not appear, your base cannot be built on the location you indicated. Reposition your MBU and try again.) Click on the MBU to deploy your headquarters. This is the command center of your base operations. If you lose this building, you will not be able to build any other structures. Protect it at all costs!

For a list of all of the structures you can build in *7th Legion*, refer to the "Structures" section of the *7th Legion Database*.

POWER



Before you can build additional structures on your base, you must first build a power plant. Power plants supply the energy necessary to run base operations.

The power meter to the left of the Structure/Unit Menu shows the status of your power supply. This meter represents the ratio of power available to consumption/need. The yellow area indicates how much power is being used. The blue area indicates power available.

Every structure that you build increases the drain on your power supply. If you overtax your power resources, you will receive an insufficient power message and your operations will slow to a crawl, so monitor your power meter carefully. If it starts getting low, build more power plants to increase your power reserve.



GENERATING BATTLE UNITS

After you have built a barracks, you will gain the ability to generate battle units. To do so, first click on your barracks to reveal the available battle units in Structure/Unit Menu. Next click on the icon of the unit you wish to generate or on one of the numbers on the lower portion of the icon to generate multiple units. A progress meter will appear above the icon indicating the time remaining before generation is complete. Once the unit has been generated, it will emerge from the barracks ready for action. If you clicked on a number to generate multiple units, unit generation will continue until the indicated number of units has emerged from the barracks or until you run out of money. If you run out of credits, production will be halted until more funds arrive. If you click and hold the unit icon, the cursor will change to the “DEPLOY” cursor, You can then place the units anywhere on the map, and the new units will move to that location once built.

Click on the progress bar to halt production. Right-click on the bar to cancel production. This is useful if you change your mind about building a unit.

As you progress in the game, you will gain the technology and resources to generate more advanced battle units and vehicles. Depending on which type of unit you want to generate, you may first have to build different parent structures. Once you have done so, the method for generating new units is the same as that described above.

For a description of all of the units in the game, refer to the sections “Troops,” “7th Legion Units” and “Chosen Units” in the *7th Legion Database*.



DEVELOPING NEW TECHNOLOGY

GETTING PAID

In certain missions, you will have the opportunity to build a hi-tech lab. Your researchers will use this facility to develop upgrades to your systems and hardware, and to create powerful new weapons and tools.

Each time you upgrade a technology, it raises the level of that technology by one. For example, when you first build a power plant, it starts out at level zero. If you subsequently build a hi-tech lab and implement the development of a power plant upgrade, your power plant will be elevated to level one and will operate more efficiently. You can upgrade individual technologies multiple times, raising each one to a maximum of level five, but each time you implement an upgrade, the cost for a subsequent upgrade will double.

For a description of all of the technology upgrades and innovations available with a hi-tech lab, refer to the “Hi-Tech Lab Upgrades and Creations” section of the *7th Legion Database*.

Running a war ain't cheap. To fund the building of structures, creation of units, and development of new technology, you are going to need money.

Your budget comes to you in the form of credits that are automatically doled out at a regular interval and added to your credit bank. Your total credits are indicated in the lower left portion of the main game screen. Each time you build a new structure, create a new unit or develop new technology, the cost of doing so will be deducted from your credit bank.



The number of credits that you receive at each budget allocation period depends on your current military rank. (See “‘Nice Work, Soldier’—Moving up in Rank” for an explanation of military rank.) In a nutshell, the higher your rank, the greater your budget.



“You know what I think about violence. For me it is profoundly moral — more moral than compromises and transactions.”

Benito Mussolini

At the start of each mission, you will be presented with a mission objective screen. Here, you will learn what you need to accomplish to successfully complete the mission and move on. Once play has begun, you will frequently receive *special orders*. These are time-limited sub-missions, independent of your primary mission objective. Successful completion of special orders will generate extra credits or a new base for your force. Special order objectives appear along the left-hand side of the main game screen below the radar.

Since this is war, and not an exercise in peace and diplomatic relations, most of your missions will involve attacking enemy units and structures. To do this, select a unit or group of units from your force and then click on the enemy unit or structure you want to attack. The selected units will move into firing range and fire upon their target. They will continue firing upon their target until they have destroyed it, are destroyed themselves or are issued new orders.

**WE’RE GOING
TO WAR!**

**MISSION
OBJECTIVES**

**ATTACKING
ENEMY UNITS
& STRUCTURES**



USING BATTLE CARDS

Battle cards can be used to turn the tide of battle by enhancing the capabilities of your forces or doling out big time damage to the enemy. You receive a new card every two budget allocation periods. The Battle Card Menu is located in the upper right-hand portion of the main game screen. To play a battle card at any time, drag the card of your choice from the Battle Card Menu onto the unit or units you want the card to affect. Some battle cards result in an instant destructive result, while others result in a short-term alteration of the target units' abilities or behavior. A small lightning bolt will appear beside all units affected by cards and will remain there for the duration of the cards' effects. For a complete description of the unique effects of each card, refer to the "Battle Cards" section of the *7th Legion Database*.

BOMBS

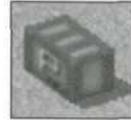
Bombs can be discovered in crates (see "Crates," below) or produced by your researchers in a hi-tech lab. Once you have acquired a bomb, you plant it by ordering the unit carrying the bomb to "attack" the spot where you want the bomb to detonate (if you hold down the Ctrl key when you attack, you will set the bomb to explode whichever structure or unit you indicate, including your own). Once you have set a bomb, you cannot defuse it. If a unit carrying a bomb is killed, the bomb will go off immediately. When a unit is carrying a bomb, a small bomb symbol will appear above the unit and the unit will periodically blip on your radar (provided you have a unit nearby to observe the bomb carrier).





CRATES

Crates left behind by troops are often encountered on the battlefield. Crates contain special power-ups that can greatly enhance your units' capabilities. To open a crate, move one of your units, or a group of units, over it. The effect of the crate will be immediate and can affect all units in the immediate vicinity. If a crate contains a power-up that results in an alteration of unit capability, a small letter indicative of the power-up will appear above all units affected by it and will remain there for the duration of the effect.

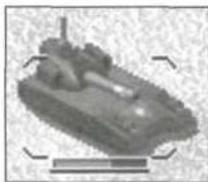


ENEMY ATTACK

As you are plotting strategies and dispatching units to destroy the enemy, have no doubt, the enemy is doing the very same thing with your destruction in mind. As a result, sooner or later (usually sooner), you are bound to come under enemy attack. Enemy units will fire upon your units and your structures in an attempt to wipe your force from the face of the planet. Enemy forces can also use battle cards, bombs and crates against you.

The radar is your best defense against enemy attack. Keep an eye on the progress of enemy units (indicated by enemy-colored dots) on your radar. When you notice a concentration of enemy unit activity, dispatch your own units to deal with them before they gain the upper hand. Pay special attention to enemy activity near your base. Once enemy forces have converged on your base, it will be very hard to stop them if you are not prepared.

CASUALTIES OF WAR



BATTLE UNIT CASUALTIES

Casualties are an inherent reality of war. As your infantry and battle vehicles fight it out with the enemy, they will incur damage from enemy fire and attacks. Each unit can absorb a limited amount of damage before it is destroyed. A bar meter beneath each unit indicates the unit's current health status. Once the meter turns completely black, the unit will be destroyed. The amount of damage a unit can absorb before it is destroyed depends on the abilities of the particular unit and the unit's current rank (see "Nice Work, Soldier"—Moving up in Rank").

REPAIRING VEHICLES AND ASSAULT CHASSIS/HEALING WOUNDED INFANTRY

Losing infantry and vehicles in battle is costly not only in terms of your military might, but in terms of the financial burden of replacing them as well. Tending to your wounded and damaged units before they are critically damaged or destroyed will save you the time and expense of replacing them and help maintain the strength of your force.

On certain missions, you will be given the option of building hospitals and repair bays. Hospitals are used for healing wounded infantry, and repair bays are used for repairing damaged vehicles and assault chassis. Only one unit can be healed or repaired at a time.

Hospitals

Once you have built a hospital, select the unit you want to heal and move it to the front door of the hospital. The unit will be treated and restored to full health.

Repair Bays

Once you have built a repair bay, select the unit you want to repair and move it to the repair platform. The vehicle will be worked on and restored to the best of your combat engineers' capabilities. Critically damaged vehicles and assault chassis will not have their turrets or torsos repaired.

Priests

Priests mysterious figures that sometimes emerge from the Deadlands to join the army of their choice, can bless units, healing their wounds. To bless a unit, select a priest and move the cursor over another unit; the cursor changes to "bless." Click to bless (heal) the unit.

STRUCTURE DAMAGE AND LOSS

Enemy units will launch attacks on your base and its structures to bring your force to its knees. Each structure can absorb a limited amount of damage before it is damaged beyond repair. If you click on a structure, a status meter will appear beneath it indicating its present structural integrity. Once the status meter turns completely black, the structure will collapse.





REPAIRING STRUCTURES

Before a structure has been destroyed, you can initiate repairs to reverse the damage done by enemy forces. To do this, click on the structure's status meter. Repairs will begin immediately and will continue until the structure has been restored as completely as possible or until you run out of money. As repairs are carried out, credits will be drawn from your credit reserve to finance the work. You can use the R key on your keyboard to toggle repair work on and off for buildings that are selected.

Defending and maintaining your structures is absolutely vital for the survival of your force. When structures are destroyed, you not only lose the credit investment that you put into building them in the first place, but you lose the function and additional building options they provided as well.



"If you know the enemy and know yourself, you need not fear the results of a hundred battles."

Sun Tzu

Your military rank, as well as that of your troops, is a reflection of your experience and success in battle. There are a total of six player ranks and four unit ranks attainable (see list below). When you first start out, your rank is sergeant. As you gain experience and overcome the enemy in battle, you will move steadily up in rank.

Your current rank is indicated by the revolving rank symbol in the lower left portion of the main game screen.

Your rank as a commander is determined by the number of enemy kills you have achieved with your units. As your rank increases, so does the number of credits allotted to your command for each budget allocation period.

The ranks a player can achieve are (from lowest to highest):

1. Sergeant
 2. Sergeant Major
 3. Lieutenant
 4. Major
 5. Colonel
 6. General
-

Your units can move up in rank too, depending on each unit's performance in battle. As a unit moves up in rank, it moves faster, does more damage to the enemy and absorbs less damage when hit.



**“NICE WORK,
SOLDIER”—
MOVING UP IN
RANK**

PLAYER RANKS



UNIT RANKS



ADVANCED GAME CONTROLS

Key	Function
Ctrl +	Forces an attack even on your own units or buildings.
Alt Enter	Pauses and minimizes the game.
Alt F4	Immediately closes the program.
Esc	Brings up the in-game menu.
Ctrl + 1-0	Store detachment.
1-0	Recall stored detachment.
R	Toggle building repair on/off (on selected building).
Enter	Send a message to everyone.
Shift + on unit	Add unit to current group.
on unit	Select <i>all</i> friendly units on battlefield performing same action.
Home	Center view on base.
End	Go back to the view where you pressed Home .
I	Switch radar to infrared display.
Tab	Toggle radar on/off.
S	Stop units.
V	Center view on selected unit(s).



OPTIONS MENU

Hit the Esc key at any time during the game to halt the game and bring up the Options Menu. This menu will provide you with the following choices:

CONTINUE GAME

Resumes game at the point you were at when you hit the Esc key.

OPTIONS

Lets you adjust the game's sound and video options.

SAVE GAME

Select this option if you want to save the game at the point you were at when you hit the Esc key. Type a name for your saved game in one of the open slots (or type over an occupied slot to overwrite a previously saved game) and hit Enter to save your game.

You might want to save your game before attempting a risky attack, when entering into a dangerous situation or at any point you feel would be a good place to resume play from if you are defeated and need to reload the mission.

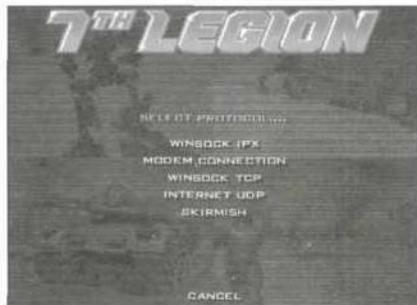
LOAD GAME

If you want to abandon the game you are currently playing and load a previously saved game, select this option. From here, you can select one of up to 10 saved games.



MULTIPLAYER GAMING

SELECTING A PROTOCOL



RESTART MISSION

Restarts the mission you are currently playing from the beginning.

QUIT CURRENT GAME

Select this option to abandon the game you are currently playing without exiting *7th Legion*.

EXIT PROGRAM

Ends your *7th Legion* session and returns you to Windows.

7th Legion supports several multiplayer gaming protocols. For more comprehensive setup instructions than those listed here, consult your Windows 95 documentation or your network administrator.

WINSOCK IPX/TCP (LAN)

7th Legion supports local area network (LAN) play using the IPX and TCP protocols. An IPX- or TCP-compatible network protocol bound to your network adapter is required. Your network administrator can make the proper adjustments to your Windows 95 network settings and install the necessary drivers on your computer.

MODEM CONNECTION

To play a two-player *7th Legion* game via modem-to-modem connection, you and your opponent each needs a Windows 95-compatible 28.8kps or faster modem. To establish a modem-to-modem connection, you must input the telephone



number of your opponent's modem to connect to his computer (or vice versa if your opponent is the player initiating the telephone call) when prompted.

INTERNET UDP

7th Legion supports multiplayer games over the Internet. All players need an Internet connection with Winsock protocol and a 28.8kps or faster modem. To gather players for a multiplayer game over the Internet, take the following steps:

1. All players log on to the Internet
2. The *hosting* player selects *Run* from his Windows 95 Start menu and types the following in the Run window: WINIPCFG.EXE. This will bring up a window indicating the hosting player's IP address. Make sure to select the correct network adapter.
3. The hosting player contacts the *joining* players (via telephone, e-mail, etc.) and gives them his IP address.
4. All players launch *7th Legion* and select Multiplayer Game from the Main Menu.
5. The hosting player selects *Create Game* (Internet UDP) from the next screen. The joining players select *Join Game* (Internet UDP), and then enter the IP address of the host and click on *Connect*.

SKIRMISH

This is a single-player game in which you can play against artificial intelligence (computer-controlled) players on any of the multiplayer maps. This option does not require a network or Internet connection.



MULTIPLAYER GAME SETUP



Select Multiplayer Game from the Main Menu to either edit your name, create a game or join a game. Once you have either created your own game or joined someone else's, you will be prompted to choose a multiplayer protocol. The Multiplayer Game Setup Menu lists all of the player slated to participate in the current multiplayer game. The name of the player hosting the game appears at the top of the list. Each player can choose to play as either the Chosen or the 7th Legion. Clicking on “CH” or “7th” toggles between the respective forces.

HOSTING A MULTIPLAYER GAME

The player who creates a new multiplayer game is known as the *host*. This player is responsible for setting up the “rules” of the game.

The rules of the game are determined by the host in the form of the setup options chosen from the Multiplayer Game Setup Menu prior to the start of the game. These setup options include the following:

Difficulty: This setting is only used when there are AI (computer-controlled) players in the game. There are three difficulty settings to choose from: Easy, Medium and Hard. You will probably want to select *Medium* if you are playing *7th Legion* for the first time. After you have played for a little while or if the game seems too hard or too easy, start a new game and select a more appropriate difficulty level. You cannot change the difficulty level of a game in progress.



Environment: Determines whether the game takes place during the day or at night.

Technology Level: There are three technology levels to choose from:

Hi-tech includes all of the building and technology options in the game.

Medium-tech omits the mine and super gun emplacement options as well as some of the upgrade options in your Hi-Tech Lab.

Low-tech omits the mine, super gun emplacement and robot hangar options. Hi-Tech Labs are only able to upgrade their power.

Credits: This determines the number of credits each player starts out with. The highest starting credit amount is 75,000.

Game Type: Determines which multiplayer mode you wish to play.

Normal

A battle for control of the planet, in which the only victory is the total destruction of the enemy. The last force standing wins.



PLAYING A MULTIPLAYER GAME

Capture the Flag

Each player must try to steal an enemy player's flag. Once a flag has been stolen, the stealing player must return to his base and place the flag in his flag holder (which appears next to the base). The first player to accomplish this wins the game. Bases are indestructible, but other buildings can still be destroyed.

Map: Determines which of the available maps to use in the game.

Send Message: Click on this to type a message to all the other players. After typing in the message, press Enter to send.

Start: Begins the multiplayer game

Leave: Exits the Multiplayer Game Setup Menu. If the host leaves the game, the current setup is disregarded and the game is canceled.

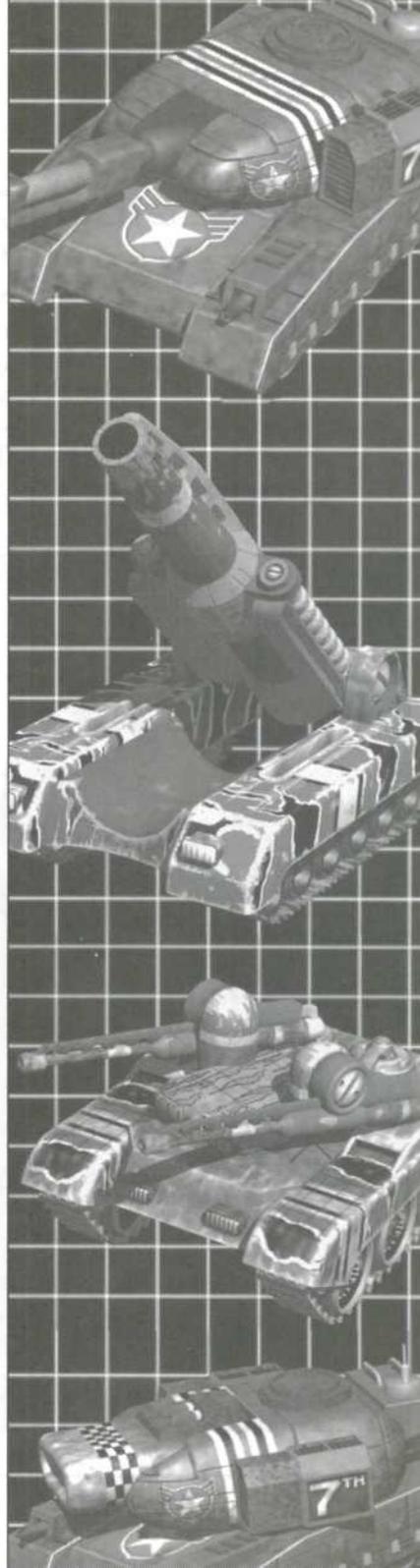
Each player's force is assigned a different color. These colors appear on the players' units and buildings, as well as on the radar dots representing them. The players' colors and names are listed beneath the radar.



"With our backs to the wall, and believing in the justice of our cause, each one of us must fight to the end."

Earl Haig

7TH LEGION DATABASE





7TH LEGION DATABASE

FORCE BIOGRAPHIES



A good commander always has a good grasp of his force's psychology, strengths and resources. This section provides you with background information and details about the 7th Legion forces, units, structures, weapons and battle cards.

THE CHOSEN

Although the Planetary Evacuation Program (P.E.P.) was presented to the public as a globally inclusive plan for interstellar recolonization, the P.E.P. Implementation Council knew from the beginning that an evacuation of this scale would be logistically impossible.

Consequently, the Council covertly initiated what amounted to a simulated natural selection process: those deemed to possess characteristics most advantageous for survival were chosen for evacuation. The "Chosen" included the most intelligent, athletic and inventive people in the world. However, due to the staggering cost of the P.E.P., the Council was forced to open the doors to those who could make the greatest financial contribution to the program as well.

As a result, the Chosen are comprised of individuals representing some of the best and worst aspects of humanity: selfless humanitarians and self-absorbed megalomaniacs, dedicated research scientists and decadent spoiled celebrities, brilliant military strategists and brutal iron-fisted dictators. A necessity-inspired union of the elite and the wealthy.



While some of the Chosen feel sympathy for those left behind on Earth, virtually all believe they did what had to be done to ensure the survival of the human race. The Chosen believe that the collapse of the Earth's ecosystem was the inevitable result of humanity's surmounting of natural selection. The weak and inferior were not only surviving, but overpopulating the planet instead of being culled out as nature had intended.

Now, they will do what nature is no longer capable of doing itself, rid the Earth of the weak to make room for the strong...

THE 7TH LEGION

Earth in the wake of the Planetary Evacuation Program was a virtual wasteland. Choked with disease and pollution, the planet exacted its fatal retribution on millions of those left behind by the Chosen. It took centuries for the planet's ecosystem to begin to heal and for the humans who managed to survive to rebuild their decimated civilization.

The 7th Legion is the most powerful of the seven major military legions on Earth. They are the descendants of those left behind by the Chosen hundreds of years ago—those deemed inferior by the P.E.P. Implementation Council and those lacking the money to buy their way into the program.

The 7th Legion is comprised of strong, tenacious survivors, bred from centuries of hardship and toil on a planet that had become mercilessly harsh toward its inhabitants. They take great pride in their





TROOPS (COMMON TO BOTH FORCES)



survival in spite of seemingly insurmountable conditions. Against all odds, they rebuilt a dying civilization, proving their intelligence and resourcefulness to be a match for the supposedly superior Chosen.

Myths and legends about the Chosen and their abandonment of the Earth have been passed down from generation to generation and have fueled the 7th Legion's hatred for their ancestors' would-be executioners. They remain ever vigilant for the Chosen's return, for they have no intention of ever giving up the planet rebuilt upon the bones of their ancestors.

All soldiers wear bio-enhancement armor. This exoskeletal suit makes its own circuit connections to the wearer's neural system and enhances all his muscular actions. Advanced prediction systems enhance the wearer's response time. The armor itself is capable of withstanding several shots from a phased laser rifle.

Machine Gunner

Price: 500

These foot soldiers are armed with phased laser rifles and equipped with standard bio-enhancement armor suits. Although relatively weak, their speed and the rapid fire rate of their PL rifles make them capable of doing serious damage when attacking in groups.

Slaven Rider

Price: 1,500

These beasts come in two breeds:

The Chosen have genetically engineered a particularly feral beast, complete with cybernetic enhancements and flesh-grafted weaponry.



The slavens favored by the 7th Legion were acquired from the warlords of the Deadlands. The warlords' selective breeding has made these animals extremely obedient and responsive to warfare training.

Mortar Unit

Price: 1,600

These veteran soldiers carry powerful mortar weapons which make them particularly useful for assaulting buildings and walls.



Commander

Price: 2,000

Commanders are cybernetically enhanced soldiers, often with implants to the eyes, artificial lungs and more. They are fearless and inspirational to their troops, never wearing helmets so they can stare down insubordinates and get a clear view of their dying enemies.



Commanders carry rocket launchers, which are far more effective against vehicles than are PL rifles.

Priest

Price: 2,200

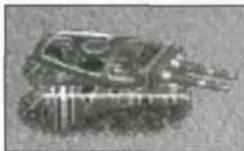
These mysterious figures emerge from the Deadlands to join the army of their choice. They fear no man and serve their chosen force with dedication. Rumored to be born from legendary nomadic tribes still living in the Deadlands, it is not known why they choose to become involved in the struggle for control of Earth.



Priests can bless units, healing their wounds. To bless a unit, select a priest, move the cursor over another unit and the cursor changes to "bless." Click to bless (heal) the unit and Priests must draw on their own vitality whenever they use their power to heal. Consequently,



CHOSEN UNITS



priests suffer a temporary decline in health each time they bless a unit. Blessing too many units can kill a priest.

Priests can also invoke a special attack utilizing the effect of a battle card. To activate this attack, drop a card onto the priest, and then attack something (or hold down the Ctrl key and attack the ground). The energy of the card will be released in a special attack.

TANKS

Marauder

Price: 3,000

A light tank, armed with twin low-caliber assault cannons. Weak armor, but its speed and rapid fire capability make it versatile when engaging foot troops.

Oppressor

Price: 4,000

A medium tank, designed for engagements with other armored vehicles. This tank sports a single high-caliber cannon with armor-piercing rounds. Good for destroying structures and enemy vehicles.

Avenger

Price: 3,800

The long-range assault cannon of this tank is excellent at doling out heavy damage from a distance; however, it is not turret mounted and the vehicle must stop to attack. If well protected, the Avenger can cause enormous damage to unsuspecting targets. Its poor armor makes it ill-suited for close range combat.

Annihilator

Price: 7,000

A heavy tank, armed with twin heavy-assault cannons. This tank is able to absorb large amounts of damage and break through to the core of a battle.



ASSAULT CHASSIS

Dominator

Price: 5,750

A versatile, well-armed, accurate unit, with twin arm-mounted rapid-fire lasers. These ACs were designed mainly for destroying defending units, leaving the obliteration of structures to units better suited for the task.



Venom Typhoon

Price: 8,000

This spider-inspired unit carries on its back a launcher pack which saturates enemy targets with long-range "venom missiles." This AC needs to be defended while the reload mechanism prepares it to fire again.



Obliterator

Price: 7,500

An improvement over the Dominator, this AC features enhanced armor and additional lasers for extreme firepower. The presence of this unit strikes fear in the heart of the enemy and boosts the morale of all friendly troops around it.



Pyroclast

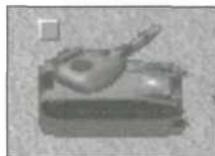
Price: 8,000

A modification of the original Venom Typhoon design, this unit has been turned into a devastating close-range flame-throwing weapon. It is also armed with very accurate lasers for eliminating troops and vehicles from a distance.





7TH LEGION UNITS



TANKS

Crusader

Price: 3,000

A light tank that sacrifices better armor for speed. Its payload is a single medium-penetration shell weapon. This tank was the mainstay of the 7th Legion's forces in the inter-legion battles for the remnants of the Earth and is still favored by many tank commanders.

Crucifier

Price: 4,000

This Medium tank is one of the newer, more devastating designs developed by the emerging technology advancement division of the 7th Legion. Featuring twin destructor cannons, this tank can rip lighter units and buildings to shreds.

Tormentor

Price: 4,000

This long-range artillery tank features a turret-mounted barrel, allowing the tank commander to maneuver freely while launching shells into enemy ranks. Although unable to deliver as much damage as the Chosen's fixed-barrel Avenger, the Tormentor equals the Avenger in range and bests it in maneuverability.

Purifier

Price: 7,000

This unit is armed with a hi-tech artillery device, the workings of which have never been revealed to its commanders. The single barrel sends strikes of lightning against its foes making it a truly devastating weapon when engaging enemy units. However, it is not very effective against buildings.

To command a Purifier is an honor second only to commanding a Faith Hammer tank.



Faith Hammer

Price: 7,500

The most devastating tank on the battlefield, this new design is armed with three destructor cannons. No other unit can survive a one-on-one battle with the Faith Hammer. The presence of this tank in battle will inspire lesser units.



Only experienced tank commanders are given these units, and each is officially ordained into the order of the priesthood.

ASSAULT CHASSIS

Inquisitor

Price: 5,750

Armed with high-energy lasers on each arm, this unit is a fearsome sight on the battlefield. Its relatively low rate of fire (inferior to the Chosen's Dominator unit) is not an issue for 7th Legion commanders, who prefer to deliver crushing blows rather than many weaker strikes. The controllers of these units love to crush the enemy underfoot. The Inquisitor's lasers are capable of melting away tank armor very quickly.



Revelator

Price: 7,500

This banner-carrying AC, armed with the standard twin-laser system, is also armed with missile packs, to deliver extra punch in combat. It features enhanced armor and a heat dissipation system that increases the power to its lasers. This unit is an inspiration to the 7th Legion troops and is often used to lead deep penetrating strikes into the heart of the enemy force.





STRUCTURES

The Nova

Price: 7,600

This unit delivers a volley of missiles, tightly focused on their target. The Nova's range is inferior to the Redeemer's but able to destroy vehicles and buildings with ease. The Nova is well armored for close engagements but less accurate than laser-equipped units.

Redeemer

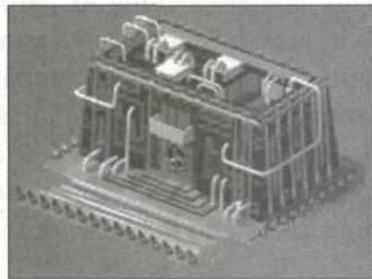
Price: 8,000

This unit's payload is an enormous, extremely powerful rocket. However, because of the size of these projectiles, the reload time is very slow. The damage and range of this AC make it a dangerous threat to even the most well-defended base. A group of Redeemers can destroy buildings in a single strike. The unit moves quickly but has very weak armor.

Headquarters

Cost: 0

The springboard for all of your structures, this building is created when you deploy your Mobile Base Unit. You must first build a headquarters before you will be able to build any other structures.

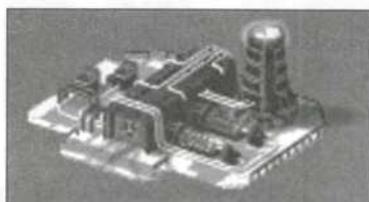




Power Plant

Cost: 1,500

This structure supplies power for all of your structures and manufacturing operations. As your force grows, you will probably need to build multiple power plants to accommodate increasing power demands. If your power plants are destroyed, you will not have sufficient power to run your base operations effectively.



Barracks

Cost: 1,500

Build a barracks to produce infantry units. The units available from the barracks vary from level to level.



Wall

Cost: 150

Erect walls to protect your base from enemy troops.

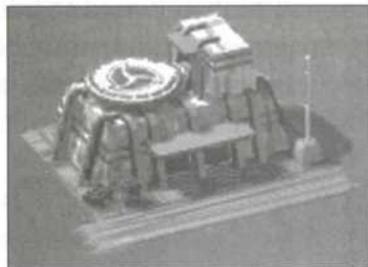




Hospital

Cost: 5,000

Wounded infantry units can be treated in a hospital so they can return to the battlefield and continue to fight.



Repair Bay

Cost: 6,000

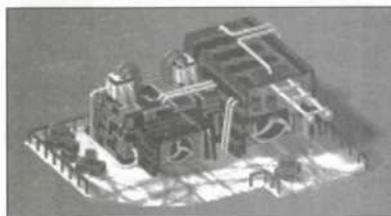
Repair bays are used to repair damage to vehicles and assault chassis.



Vehicle Factory

Cost: 10,000

With a vehicle factory, you can build a variety of tanks to unleash concussive firepower on enemy troops and structures.





Robot Hangar

Cost: 20,000

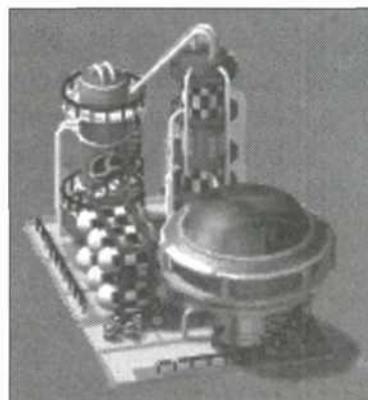
Robot hangars produce assault chassis for devastating high-powered ballistic attacks that can reduce enemy tanks to shrapnel.



Hi-Tech Lab

Cost: 12,000

Build a hi-tech lab to develop upgrades to your systems and hardware, and to create powerful new weapons and tools.





STATIONARY WEAPONS



CONSTRUCTION LEVELS

Stationary weapons are used primarily to provide extra defense for your base.

Mine

Cost: 250

Plant mines to make enemy vehicles' next moves their last.

Gun Emplacement

Cost: 1,250

Gun emplacements can cut down would-be-attackers in their tracks, freeing your troops up for other battles.

Super Gun Emplacements

Cost: 3,250

Same thing as a standard gun emplacement, only much more powerful.

You will not be able to build certain buildings until a parent building is constructed. To move on to the next level of construction, you must first build the italicized building from the preceding level.

Level 1

Mobile Base Unit

Level 2

Power Plant

Level 3

*Barracks
Wall*

Level 4

Vehicle Factory
Hospital
Gun Emplacement

Level 5

Hi-Tech Lab
Repair Bay
Robot Hangar
Mine
Super Gun Emplacement



HI-TECH LAB UPGRADES AND CREATIONS

Upgrade	Base Cost	Function
Power Upgrade	1,000	Improves power plant efficiency.
Laser Upgrade	4,000	Improves laser weapon efficiency.
Shell Upgrade	3,500	Improves shell weapon efficiency.
Rifle Upgrade	2,000	Improves rifle efficiency.
Body Armor Upgrade	1,200	Improves body armor efficiency.
Armor Plating Upgrade	1,750	Improves armor plating efficiency.
Creation	Base Cost	Function
Bomb	50,000	Creates a bomb crate.
Stealth	25,000	Creates a stealth crate.
Reveal Map	22,500	Clears the fog of war from the map and radar.



BATTLE CARDS



1. Machine Curse

Causes enemy units to move, turn and fire in slow motion.



2. Battle Psychosis

Enables affected units to temporarily move and shoot at twice their normal rate of speed.



3. Battle Psychosis Level 2

Level 2 lasts longer.



4. Battle Psychosis Level 3

Level 3 lasts even longer.



5. One in a Million

Enables any one unit to kill any other unit anywhere on the map with its next attack.



6. God Hammer

Pounds targeted units with a divine hammer strike. Especially effective when played on vehicles.



7. God Hammer Level 2

Level 2 is a stronger version.



8. Equilibrium

All units in the game get the same power-ups and special abilities (except bombs) as the target unit.



9. Skill Strip

Strips all power-ups and specials from affected units.



10. Battle Rage

For a short time, the affected units fire continuously. The targeted force can also build and repair at a more rapid pace. However, this hypermetabolic rate also results in damage to all affected units.



11. Domination

Steals control of the targeted enemy unit and all other enemy units in the immediate vicinity.



12. Immolation

Incinerates targeted units, although it is not as effective against vehicles.



13. Immolation Level 2



14. Doom Fist

Damages *all* units of the targeted force. Also blows up walls in a multiplayer game.



15. Doom Fist Level 2



16. Chaos

Causes affected units to go temporarily berserk, attacking everything in their paths, including each other, with indiscriminate fury.



17. Chaos—One Unit





18. Displacement Warp

Warp*s all* units within a limited radius of the target to the target's base.



19. Skill Steal

Steals all power-ups from the target unit and distributes them to the card-dealing force's units in the vicinity and units currently selected.



20. Damage Transfer

Adds up the total current damage of the card-dealing force and inflicts it upon the targeted force's units and buildings.



21. Life Siphon

Heals *all* units of the card-dealing force by sucking the health from the enemy target and all other enemy units in the immediate vicinity.



22. Deception

Allows the affected units to disguise themselves with the uniform color of the enemy. Drop the card on your own units and then select an enemy unit to adopt its color.



23. Infiltrate

Captures whichever enemy building, except the base, that the card is dropped on.



24. Surveillance Jam

Scrambles the target force's radar for two minutes.



25. Holy Blessing

Makes affected units immune to all card effects.



26. Holy Blessing, One Unit

Makes one unit immune to all card effects.



27. Summon Darkness

Plunges the targeted force into darkness (hi-detail).



28. Summon Blizzard

Freezes affected units. While frozen, units can be killed with a single shot.



29. Summon Apparition

Summons a small army of ghostly Assault Chassis to fight on the side of the targeted force. However, these spectral units disappear after taking a single hit.



30. Summon Dark Legion

Summons a number of "dead" machine gunners and commanders to come back to life to fight for the card-dealing force.



31. Armageddon

Destroys *all* units and structures on the map, except for bases, which are reduced to within one point of collapse.





32. Blast Fog

Clears fog from a portion of the battlefield revealing the terrain below.



33. Blast Fog Level 2



34. Holy Curse

Curses a group of units, so that they can't be affected by beneficial cards can be played upon them.



35. Holy Curse Level 2

Temporarily prevents the targeted player from using any of his cards.



36. Balance

Takes all credits and distributes them evenly among their forces.



37. Teleport

Allows targeted units to move instantaneously to the next selected destination.



38. Stealth

Makes targeted units temporarily invisible to the enemy. Proximity to enemy units, low health and offensive actions will have a negative impact on Stealth.



39. Stealth Level 2



40. Stealth Level 3



41. Reveal

Reveals units hidden from view by Stealth.



42. Steal Credits

Steals approximately 25 percent of target force's credits.



43. Steal Credits Level 2

Steals approximately 50 percent of target force's credits.



44. Demolition

Destroys any targeted building, except for bases.



45. System Disruption

Temporarily disrupts manufacturing in the targeted building. The building will produce a random unit rather than those selected.



46. Reveal Cards

Reveals another force's current cards when dropped on any unit of that force.



47. Re-deal

Deals the targeted force a new set of cards.



48. Fate

Re-deals *all* players' cards.



49. Steal Card

Reveals another player's cards and, at any point from then on, allows you to steal one of that player's cards and play it instead of one of your





own. Once you have played one of the other player's cards, his cards are hidden from you again.

The target player of Steal Card can be changed by playing Reveal Card on a different player to redirect the effect of Steal Card to him. You might want to do this, if you don't want to use any of the cards held by the originally targeted player.



50. Bless Production

Temporarily increases the speed of production of the targeted building type. Will also remove the effect of any curse applied to that building.



51. Curse Production

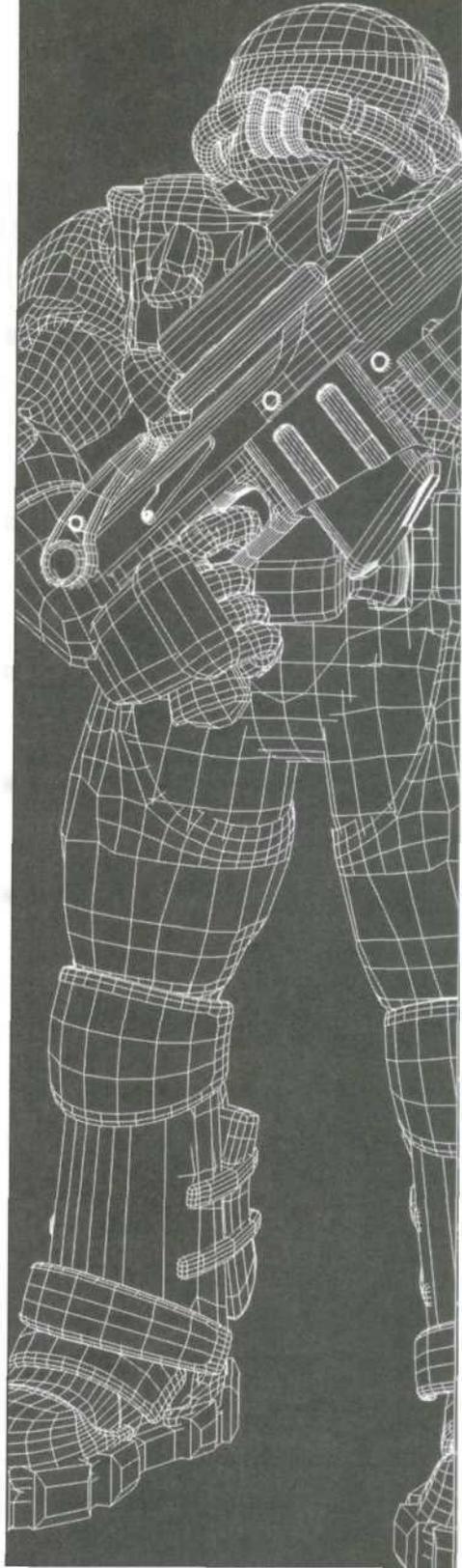
Temporarily decreases the production speed of the targeted building type.



52. Joker

??? (Play it and see.)

CUSTOMER SUPPORT





If you have any questions about *7th Legion* or any of our other products, please contact MicroProse Customer Support at:

- MicroProse
2490 Mariner Square Loop
Alameda, CA 94501
ATTN: Customer Support
- (510)522-1164
9:00 AM to 5:00 PM Pacific Time
Monday through Friday
- Fax
(510)522-9357
- World Wide Web
www.microprose.com
- E-mail
support@microprose.com

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To reach our Customer Support board in the Game Publishers B Forum, type **GO GAMPUB** at any “!” prompt. Then select “Section 2” for MicroProse. In addition to posting and reading messages, you can download files from the “Libraries (Files)” menu. Send electronic mail to Customer Support at 76004,2223.

World Wide Web:

You can read the latest news and information about MicroProse on our World Wide Web page at www.microprose.com. Download files from our FTP site at ftp.microprose.com. Send electronic mail to Customer Support at support@microprose.com.



How to Get Help:

If you are having problems with *7th Legion*, we can best help you if (1) you are at your computer when you call and (2) you have the following information handy:

- Version number of *7th Legion*
- Your computer's brand and model
- Your computer's BIOS brand and version number
- Total RAM installed in your computer
- Version of DirectX drivers
- CD-ROM brand and model name
- Video card brand and model name
- Sound card brand and model name
- Mouse brand and version number of mouse driver
- Joystick brand and model name
- Any error message you see in the game





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Music & Sound: Blair Zuppich

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MICROPROSE

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**Help is at your fingertips!
Hints and tips are
just a phone call away**

**call US: 900-773-HINT
Canada: 900-451-3546**

\$.95 per minute

**You must be 18 years or older or have parental permission
to call the above 900 number (touch-tone phone required).
The hint-line is only available in the U.S. and Canada.**



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