

**EARTH 2140 (TM)**  
**December 3rd, 2000**  
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Thank you for buying Earth 2140. You are about to try even more exciting missions for one of the most technically advanced and exciting games ever for the Amiga. Never before has the Amiga seen such excellent graphics and gameplay in a real time strategy game. Glorious high resolution 16 bit graphics, 8 channel sound using your built-in audio hardware, PPC and 68k support, excellent cd audio and action to die for...

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Amiga Classic coding by Pagan Games, [www.pagan-games.com](http://www.pagan-games.com).

Original PC game by Topware Interactive, [www.topware.com](http://www.topware.com).

**SYSTEM REQUIREMENTS**  
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Earth 2140 requires the following minimum system configuration:

- 68060 (PPC recommended)
- 24 megabytes RAM
- CyberGraphX or Picasso96 compatible graphics card, Zorro III or faster.
- A 640x480 16 bit screenmode running in bigendian RGB16 pixelformat.  
(and 800x600x16 if desired)
- WarpOS for the PPC version

**QUICK START GUIDE**  
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Mouse:

- Left Button - This button is primarily used to select a soldier/vehicle or group of soldiers/ vehicles by clicking and dragging over them, and attacking the enemy with selected objects. To attack, move the cursor over an enemy object. The cursor will change from green to red crosshairs. Click on the enemy and all of your selected soldiers/vehicles will attack. This button is also used to initiate building of bases, mines, research centers, ect.
- Right Button - This button is used to deselect selected soldiers/vehicles, and to call up a status/command menu. To call up the menu, click on a soldier/vehicle.

#### Keyboard:

Ctrl+1,2,3 or 4 - You can create groups of soldiers/vehicles by pressing the  
Ctrl+5,6,7 or 8 - Control key and any number between 1 and 8. To select one  
of these units after you have created it, simply press the  
corresponding number.

Example - group

Three is a regiment of tanks. You already selected them  
all and pressed Ctrl+3 to group them, so now to select  
them, just press the 3 key. You can have up to eight  
different groups total.

Ctrl+mouse - add a unit to the selection.

Alt+mouse - remove a unit from the selection.

Up Arrow - Scroll up

Right Arrow - Scroll right

Down Arrow - Scroll down

Left Arrow - Scroll left

a - attack mode

m - move mode

g - guard mode

e - escort mode

r - request reinforcements

z - select all visible units

p - pause

#### TROUBLESHOOTING / COMMAND LINE OPTIONS

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There are some options you could try, if the game doesn't run properly. Add  
these to "Earth2140(.wos).exe" line in the startup scripts (open the version of  
the script that you run the game with in e.g. EditPad. For instance,  
Earth2140\_800x600.WOS)

Example:

If you have an OCS/ECS machine, your Earth2140\_800x600.WOS file should probably  
look like this: (and similar for the other scripts)

stack 65536

earth2140.exe x800 SmallPointers

#### SmallPointers

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OCS/ECS systems doesn't seem to support more than 16 pixels wide pointers, even  
when running on a graphics card (with the current graphics systems), meaning  
that you won't see most (if any) of the pointers (which are 32x32 pixels). If  
this is the case try giving the executable "SmallPointers" as an argument to use  
another set of small, ugly pointers. If the problem continues try the  
"NOCUSTOMPOINTER" argument.

## **P96WritePixelFormat**

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If the pointer flickers, or you have other problems with the screen update, and are running P96, you may have succes with the "P96WritePixelFormat" argument, which uses that method when writing to the screen instead of writing directly. CGX doesn't have such a method for 16 bit buffers. Note that this method is much slower than our custom routines, especially on a PPC.

## **NoCDDA**

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This turns off CD audio support. So if you are running the game from some weird device and are having problems, it could be the CDDA system (which uses the device "Earth2140:" lies on) trying to play CDDA on that device. In that case, or if you want to run from HD only, or just don't have your CD drives audio output connected give "NoCDDA" as an option.

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