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Designed for

Microsoft
Windows 95



SINGLETRAC
STUDIO

Microsoft

OUTWARS™



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OUTWARS



SETUP INSTRUCTIONS

1. Turn on your computer and start Microsoft® Windows® 95.
2. Insert the Outwars compact disc in the CD-ROM drive. Outwars should begin automatically. Follow the directions on your screen.

If Outwars does not begin automatically, you can load the game manually from the Windows 95 desktop. To load the game manually:

1. Click the **My Computer** icon on the desktop.
2. Click the letter of your CD-ROM drive.
3. Double-click OWSetup.exe to begin installation.
4. When installation is complete, click **Play** in the CD-ROM Startup dialog box, or double-click the shortcut on your desktop.

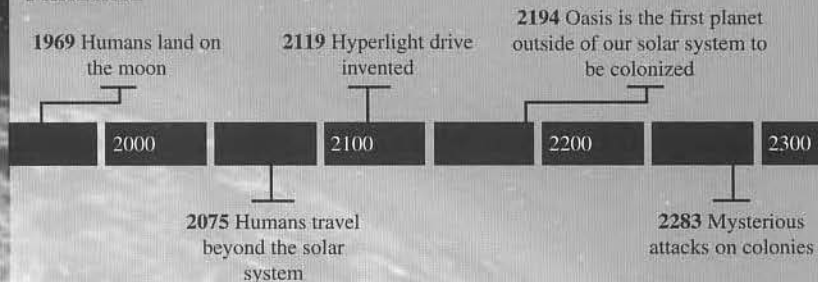


OUTWARS

For centuries, mankind has searched the heavens for signs of life other than our own. Across the farthest reaches of space and time, we have always appeared to be very much alone. This has seemed even more apparent as the clutter and decay of the Earth's natural resources finally forced humans to colonize other planets. However, this assumption may soon be altered drastically. Recently, several colony outposts have been ravaged and destroyed by an unknown force.

The elite CDF Marine Jump Corps has been sent to investigate the disturbance. Nicknamed the "Dreadnauts," they are highly skilled fighters equipped with rocket-packs that allow them to negotiate even the most rugged terrain. Their protective battlesuits are loaded with an arsenal of weapons, making each soldier a virtual walking tank. Advanced tactical training for quick insertion and demolition makes the Dreadnauts perfect for this mission.

Timeline



MODES OF PLAY

Single Player

Play either a Single Mission or a Solo Campaign. A Single Mission allows you to choose whatever mission you want to play. A Solo Campaign allows you to begin a new campaign or to start a saved game. Click **Single Mission** or **Solo Campaign** and then follow the onscreen instructions to begin a single-player game. **Note:** Missions are available in Single Mission only after you have played them in campaign mode.

Multiple Player

Choose from a variety of networked multiplayer options, including Free for All, Assassin, Smear the Cyborg, Team War, Team Mission, and Capture the Flag. Click **Group Maneuvers** and follow the onscreen instructions to begin a multiplayer game.

Options

Customize your graphics, sound, and/or input devices (keyboard, mouse, or joystick). Click **Options** and follow the onscreen instructions.

PLAYER CHARACTER

You can play as either Judd Kilgore or Jett Becker. They are equals both tactically and strategically.



SERGEANT JUDD KILGORE

Brash and confident, Judd grew up on the frontier with his father. A few years after leaving home, unsubstantiated reports of criminal activity involving the smuggling of strike craft parts led Judd to enlist in the military, where he has since excelled. Member of the elite CDF Marine Jump Corps, 2278-Present.

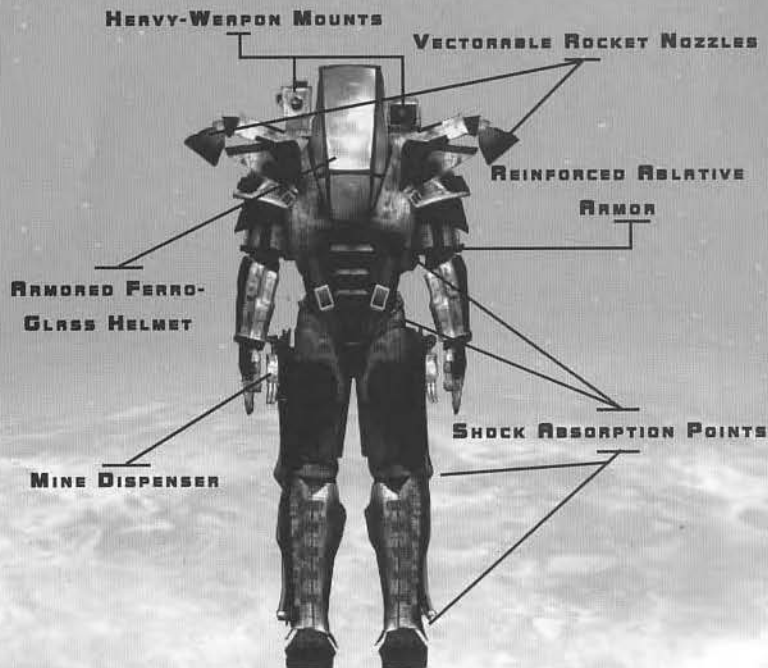


SERGEANT JETT BECKER

Independent and assertive, Jett grew up with a passion for the martial arts, learning discipline and fighting skills. She operated her own business selling mining supplies on Anubis before becoming a "Dreadnaut." Member of the elite CDF Marine Jump Corps, 2280-Present.

BATTLESUIT

The battlesuit acts as a protective exoskeleton and provides life support, an on-board HUD (head-up display), weapons, and a rocket-pack for vertical movement.



AVAILABLE BATTLESUITS



PA-9 SCOUT

Armor Light
Thrust Recharge ... High
Weapons Load Light

Designed primarily for speed, it sacrifices armor and weaponry for great jumping ability.



PAX-15 ASSAULT

Armor Heavy
Thrust Recharge ... Low
Weapons Load High

This powerful battlesuit trades jumping ability for armor and weapons load.



PA-11 COMBAT

Armor Medium
Thrust Recharge ... Medium
Weapons Load Medium

A standard-issue battlesuit, it has moderate capabilities in all areas.



PAX-21 DREADNAUGHT

Armor ?
Thrust Recharge ... ?
Weapons Load ?

Rumored to be a powerful new prototype, its availability date is unknown.



GPX-1 GLIDER-WING

Essentially a nonpowered hang-glider, the GPX-1 attaches to the rocket-pack and the thrusters provide its power. At present, the GPX-1 remains in Research and Development.

WEAPONS



M-81 PULSE RIFLE

Standard-issue weapon with virtually unlimited ammunition.



M-90 FLAME THROWER

A good weapon for attacking close groups of enemies.



M-90 GAUSS CANNON

A silent sniper's weapon. Nearly imperceptible to tracking systems.



M-215 AUTO RIFLE

Fires conventional ammunition at an extremely high rate.



M-72 FLECHETTE CANNON

An extremely powerful close-range weapon. Fires clusters of needlelike rounds.



FG-20 FRAGMENTATION GRENADE

Lob it over obstacles to attack enemy targets.



NG-90 NAPALM GRENADE

Creates a field of flame that damages anything within its radius.



EG-28 ECM GRENADE

A defensive weapon that acts as a decoy for homing projectiles.



HM-22 GUIDED MISSILE

Not extremely damaging, but rarely loses its lock.



CG-55 CLUSTER GRENADE

Explodes in mid-air, releasing several small, deadly "bomblets."



RM-13 ROCKET POD

Unguided, line-of-sight rockets that are very useful for airborne attacks.



SM-66 SWARM MISSILES

Fired in clusters of four. Deadly against groups of targets.



FBM-47 FUEL-BONDING MISSILE

Causes rocket-pack fuel molecules to bond inertly and become unusable.



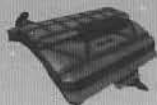
DM-13 TIMED MINE

This weapon has a 10-second fuse—good for destroying structures.



DM-5 PROXIMITY MINE

Detonates if it senses a target within 6 feet.



DM-9 REMOTE-DETONATION MINE

Dispense and then detonate from a safe distance.

WEAPON ATTRIBUTES

Weapon	Damage	Armor Pierce	Rate of Fire	Blast Radius	Eff. Range
Pulse Rifle	Low	Medium	High	None	350'
Auto Rifle	Low	Low	Very High	None	250'
Flame Thrower	Medium	Low	Const.	Special	100'
Flechette Cannon	Medium	Medium	Medium	None	180'
Gauss Cannon	High	High	Low	None	500'
Frag. Grenade	High	Medium	Low	5'	425'
Napalm Grenade	Medium	Low	Low	Special	400'
Cluster Grenade	Special	Medium	Low	Special	200'
ECM Grenade	Special	None	Low	None	800'
Rocket Pod	Medium	Medium	Medium	6'	600'
Guided Missile	Medium	Low	Low	4'	700'
Swarm Missile	Medium	Low	Low	2'	800'
Fuel-Bonding Missile	Special	None	Low	None	800'
Proximity Mine	High	Medium	Low	10'	0
Timed Mine	Extreme	High	Low	50'	0
Remote-Detonation Mine	Very High	High	Low	25'	0

PICKUPS

SMALL-ARMS



Reloads Auto Rifle, Flame Thrower, Flechette Cannon, and Gauss Cannon.

MISSILE



Reloads Guided, Swarm, and Fuel-Bonding missile launchers and the Rocket Pod.

ARMOR PATCH KIT



Repairs some of your battlesuit's damaged armor.

RADAR ENHANCER



A high-powered radar system that greatly boosts your tracker's detection capability.

GRENADE



Reloads Fragmentation, Napalm, Cluster, and ECM grenades.

MINE



Reloads Proximity, Timed, and Remote-Detonation mines.

MEDKIT



Restores some of your health with its speed-healing and pain-blocking drugs.

ECM CLOAK



Renders you undetectable to tracking systems or homing weapons.

WORLDS IN COLONIAL SPACE*



Mikhal's World

The astronomer Mikhal Ivanovich discovered this tiny piece of rock. On the frontier of human space, this post was established to monitor radiation signals in hopes of discovering intelligent life. Thus far, it has found no evidence of extraterrestrial life.

Oasis

One of the few discovered planets with teeming indigenous plant and animal life, Oasis is a paradise. It is home to millions of colonists, as well as the Colonial Defense Force Training Command (CDFTC) and Advanced Projects Research Facility (APRef).



**Though many colonial citizens have never set foot on Earth, it remains our cultural center. This once overpopulated and polluted planet has been restored to a lush paradise and is home to a third of the human race.*



Ragnarok

A planet just outside of colonized space, Ragnarok is a barren wasteland of ice and very little atmosphere. Except for a handful of remote telemetry probes (which have since ceased functioning), it has been untouched by humans ... or any other form of life.



Anubis

This planet's only redeeming quality is its rich deposits of ferrobauxite, a mineral required for space travel. The planet's violent low-altitude sandstorms have forced the inhabitants of Hobb's mining colony, the only humans on the planet, to live on the higher mesas.

YOUR SQUAD



Captain Nathan Hackett

Age: 48

A lifer, he's worked his way up from lowly private.



1st Lieutenant Twila Wray

Age: 33

An intelligent woman with exceptional leadership skills.



Gunnery Sergeant Jonathan "Pappy" Wallace

Age: 42

A kind of "mother hen" for the younger soldiers.



Private Joey "Highball" Menunzo

Age: 19

A high-strung, troublesome adrenaline junky.



Sergeant Hans "Silence" Dieter

Age: 32

A cold-blooded, soft-spoken killer.



Lance Corporal Markus "Hurley-Bird" Wendigo

Age: 22

A flight school washout and class clown.



**Lance Corporal Ross
"Touchdown"**

Kalinsky

Age: 24

A former star quarterback, he prefers sports to battle.



**Sergeant Alicia "La
Diabla" Ramirez**

Age: 23

Small and fiery, she's absolutely fearless under fire.



**Lance Corporal Tyler
"Cool Breeze" Miller**

Age: 25

A smooth talker with a subtle sense of humor.



**Staff Sergeant Emily
"Snowflake" Williams**

Age: 27

An English woman who fights with deadly grace.



**Sergeant Henry "Bubba"
Elkington**

Age: 21

A husky farm boy who's ready for the battlefield.

CREDITS

SINGLETRAC STUDIOS

Executive Producer: Scott Campbell

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Jeanette Morales, Charles Paddock, Owen

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