



IRON GRIP WARLORD

GAME MANUAL

CONTENTS

Contents	2
Introduction	3
Thank you for buying Iron Grip: Warlord	4
PC Requirements & Installation	5
Game Overview	6
Modes	9
Arsenal	10
Upgrades	14
Buildable Structures	15
Maps & Levels	17
Technical Support	19
Credits	20

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Introduction

Smoke lingers above the city, though fires everywhere are being extinguished as the news travels like a gunshot. A flow of people drift out through the gates and vanish into the surrounding plains. They carry few possessions.

The Confederates are coming.

In the center of Kahm the soldiers are busy setting up their defences. Above the stronghold flies the red flag of the Atelian Militia. A beacon in the darkness, there is not one soldier who does not silently pledge himself to it that night.

The Confederates are coming.

Like a black cloud sweeping across the country, the massive confederate army was spied earlier that day. For every enemy they took down, the Atelians knew that ten more of the invaders were ready to take their place. Mechanical monstrosities loomed above the ranks of men, ready to crush and blast the resistance into oblivion.

Somewhere close by, the Confederate zeppelins hovered. Should the resistance succeed in breaking the Confederate army, should that tiny band of nomadic warriors survive the onslaught, those zeppelins stood ready to begin aerial bombardment.

And that was hope. To see your city blasted into rubble. To see this city of Kahm, where two days ago the market had buzzed and the children had played in the street, reduced to smoking ruin.

That was hope. To force the Confederates to commit a foul act, an act that would decimate the population and create a shockwave of horror through the country. An act so terrible, that all the tribes and divisions of the country would set aside their differences and rise as one. One army united beneath the banner of Warlord Sahrab.

The Confederates are coming.

The Confederates are coming, and we will die defending our homeland if we have to.

Tell me soldier. Are you ready to fight?

Thank you for buying Iron Grip: Warlord

Iron Grip: Warlord is the first commercial game released by ISOTX. Many will immediately recognize this as a twist on a popular concept: tower defense. You must defend your city at all costs. Do battle against swarms of AI-controlled characters using nothing but your weapons and structures that they can build.

Iron Grip: Warlord is a fun game that is easy to pick up, but hard to master. We are confident that you will want to return to it time and time again.

Play single-player or multi-player campaigns.

Fight gun-to-gun in FPS mode, or call upon your strategic buildings skills in RTS mode.

Experience the thrill of fast-paced action against overwhelming odds – and winning.

Choose from a variety of weapons, including being able to capture enemy guns.

Keep your morale high - and the stronghold standing!

Unique swarms of AI on every map.

Intense firefights - be careful not to harm civilians or your own troops with friendly fire!

Expansive maps with many nooks and crannies to discover.

5 difficulty settings provide a plethora of challenges.

Utilize FPS and RTS modes!

Build turrets and machine gun nests at strategic points to trap your enemies!

Practice your skills in Single Player mode to prepare for a Multiplayer battle.

Requirements & Installation

PC REQUIREMENTS

Computer: Athlon XP 2000+, Pentium 4 2.0 GHz

Operating Systems: Windows 2000/XP/Vista

RAM: 512 MB RAM (1024 MB RAM Recommended)

Free Space: 1.5 GB Hard disk space

Graphics: OpenGL compatible 128 MB video card (FX 5200 or Radeon 8500 or better)

Internet Connection: Internet Connection for registration and online play

HOW TO INSTALL

You can download Iron Grip: Warlord through any reputable download portal or at Isotx's home page via ISOTX's download portal. Once the download is complete, click the .EXE to begin the installation process. Should you encounter any problems with installation, please email support@isotx.com for a response and detailed help to your problem.

Iron Grip: Warlord is a frequently patched online video game. Please do not mix and match patches depending on download locations – if you purchase the game through Direct2Drive, Steam or Impulse, you must get patches from whichever download service you bought the game from. Failure to do so, and the installation of an ISOTX version of the patch, will cause conflicts with your game.

Game Overview

To begin a game, click **START A GAME**. There are three modes to choose from: Skirmish, LAN and Internet.

SKIRMISH is a single player game. You must complete the single player game on any difficulty all the way through before you can load individual maps. Each map is unlocked once the prior one is completed.

LAN will allow multiplayer over Local Area Networks.

INTERNET will allow you to play with up to 8 players from all over the world online. Isotx currently offers both European and United States servers to provide Warlord players with the best possible latency.

To begin any game, choose the corresponding mode. Then choose difficulty level. Select the map from the list (new installs will only have spiral available). Then click **PLAY!**

Note: Difficulty multiplier does not affect skirmish games in any way. It will alter some values in games with multiple players to ensure the game provides an adequate game play challenge.

The loading screen will then appear. Once it is done loading, the button will change from **PLEASE WAIT...** to **PLAY!**

To join an existing multiplayer server, select **MULTIPLAYER**. This will show the multiplayer server browser. There are two options: **INTERNET** and **LAN**.

INTERNET will connect to the master server and give a return of existing servers. **LAN** will only scan the local network for games. You can filter the servers by selecting full servers, empty servers, map, ping.

There are also two search boxes: **IP** and **SERVER NAME**. Enter the value you wish to search for in either box and click **SEARCH**. Additionally, the servers can be sorted by name, map, # of players and ping.

To connect to a server, select it so it is highlighted, then click **CONNECT**. The game will take it from there.

To create your own server, click **CREATE A GAME** on the main menu. Choose from **LAN** or **Internet**, and set the options for number of players and difficulty level. Give your server a name, and hit **PLAY**. Your server will then be available in the Server list.

BACKGROUND

The Confederate military has begun a large-scale invasion of Atelia. As a member of the Atelian militia, you are attempting to repel the invaders and keep your country independent. Your leader is the Warlord Sahrab, who has devised a desperate strategy. In order to unite the divided Atelian nation, he plans to sacrifice certain cities. Entrenching forces into those cities, and forcing the Confederation to use aerial bombardment from their airships will accomplish this. By forcing the Confederation to use such ruthless methods, in which many civilians will be killed, Sahrab hopes to cause the Atelians to come together against the invader. In this way, Sahrab will create a cohesive force that can truly tackle the might of the Confederate Army.

Your job is to entrench yourself into the city, and hold off the Confederates until they are forced to use aerial bombardment from their airships.

OVERVIEW

Each team begins with a certain amount of morale. The morale is present in the top left of the screen next to the mini-map. It starts full, and as fatalities occur, or certain conditions are met, morale is subtracted. It will also regenerate over time if certain conditions are met.

CONFEDERATION MORALE: If an officer is present, Confederation morale will regenerate slowly. If you succeed in killing an officer, morale will drop significantly.

ATELIAN MORALE: As long as the Atelian stronghold is standing, Atelian morale will regenerate. If the Confederates succeed in destroying the stronghold, Atelian morale will drop, and will not regenerate until another stronghold is built.

HOW TO WIN: Outlast the enemy so that their morale hits 0 before yours. Kill the officers, and protect your stronghold.

FIRST GAME

Before your first game, you will be shown a small tutorial. This will explain some simple elements to playing the game. You can choose to turn it off. After the tutorial, the player will be in spectator mode. To spawn, and begin the game, press **ENTER**.

KEYS

1-9	Weapon Slot 1-9
[or Mousewheel Up	prev weapon
] or Mousewheel Down	next weapon
R	Reload
M	Weapons/Upgrades "Buy" Menu
G	RTS Toggle
T	Chat
Y	Disable Team Chat
F1-F4	Ingame Help/Tutorial
PAUSE	Pause Game (if applicable)
Esc	Esc Menu
~	Console
\	Mouse Look Toggle
Up Arrow or W	Forward
Down Arrow or S	Backwards
A	Strafe Left
D	Strafe Right
Left Arrow	Turn Left in FPS, Strafe Left in RTS
Right Arrow	Turn Right in FPS, Strafe Right in RTS
C	Crouch
Space	Jump
Shift	Walk
Del	Look Down
Page Down	Look Up
End	Centers/Levels View
Mouse 1	Primary Attack
Mouse 2	Secondary Attack

Different Modes

HEALTH & POWER:

HEALTH: When your health reaches 0, you will die. After death, you re-spawn elsewhere on the map.

POWER: Power allows you to purchase weapons, upgrade your character, and build or repair buildings. You gain Power by killing enemies and finding treasure. It will be automatically generated every few seconds just for staying alive and keeping morale > 0.

FPS & RTS:

The game contains both FPS and RTS elements. You can play almost entirely in one mode, but to really enjoy and take advantage of the situation both modes should be used. These two modes can be switched between with the toggle RTS/FPS mode button, which is set to G by default.

FPS: This is First Person Shooter. You can switch weapons with the **SCROLL-WHEEL** of your mouse, or with [and]. You can also select a weapon by pressing the corresponding number - 1 through to 9.

You can get additional weapons from the **WEAPONS & UPGRADE** menu (press M), once you have gained enough power. Different weapons are effective against different targets. To aim, focus the cross-hairs in the center of the screen on to an enemy, and press the left mouse button to fire.

RTS: This is Real Time Strategy. You can build and repair buildings from this mode. You can't attack enemies, so it is wise to move to a secure place before selecting RTS.

You can select buildings from the building panel, and place them on the map. There is a limited area where buildings can be placed. Some thought should be given when setting up turrets and traps and the supply station. Some buildings, such as the Machine Gun turret and Anti Tank turret, can be upgraded. Each upgrade costs increasing amounts of power, but allows the structure to withstand more damage, and increases its attack power.

Keep in mind, you cannot build more than one stronghold; players may only replace their stronghold in the event that it is destroyed. If the Confederates destroy the stronghold, you must get in range and select the option to build a stronghold. If you have sufficient power, the stronghold will snap into place and construction will begin.

Arsenal

To bring up the Weapons Menu, press M.



PISTOL

GAMONEV AUTOFIRING HANDGUN

One of the oldest handguns in Kathos, the Gamonev is highly ornate in design with a complex firing mechanism. Unfortunately it is this very complexity that makes the pistol prone to wear and tear as well as highly inaccurate. While a warlord could do worse than to have this weapon, they could certainly do better.



LIGHT RIFLE

KHAM HUNTING RIFLE

A single-shot rifle, the Kham Hunting rifle has been a staple of the nomadic Atelian tribes for centuries. This particular model is manufactured in a small factory in Kham and can be found in the hands of almost anybody; friend or foe.



HEAVY RIFLE

CHIMERA SCATTERGUN

A uniquely Atelian weapon, the Chimera is one of the most powerful weapons. Warlord Sahrab himself commissioned this weapon during his rise to power. It uses two types of ammunition—the standard medium game scattershot and unique incendiary barrel which delivers a blinding gout of chemical fire to those so unlucky to cross its path.



SNIPER RIFLE

FALCON HEAVY SNIPER RIFLE

The falcon is a powerful rifle made in Rahmos for special military forces. An incredibly powerful semiautomatic, the Falcon's 60-caliber tungsten-cored rounds will inflict severe damage to anything not protected by a tank's heavy armour. Rebels with this weapon quickly find themselves the target of the Confederation, as it is one of the few truly fearsome weapons on the battlefield.



LIGHT MACHINE GUN

VAMPIRE SUBMACHINE GUN

The Vampire was mass produced by the Confederates for use in its conscript armies. While it is cheap and widely available, it is still as deadly as ever. Many Atelians have picked them up off fallen enemies and use them, somewhat ironically, in their struggle to retain independence.



MACHINE GUN

BRETAN MACHINE GUN

A cross between a machine gun and a grenade launcher certainly sounds rather ingenious, and that's just what the Bretan is. Despite being large and cumbersome, this weapon is a staple of Warlord Sahrab's arsenal due to its versatility within close ranges. It is highly destructive in urban warfare.



FLAMETHROWER

SALAMANDER FLAMETHROWER

Flamethrowers have always been one of the most brutal weapons of war. The warlords of Atelia are no strangers to this, and they tend to employ them whenever possible. The Salamander uses pressure to produce a short ranged but intense blast of flame that can reach twenty feet or so ahead of its wielder. Alternatively, it can dispense fuel through a nozzle and leave a puddle to be ignited; this is handy for setting traps.

HEAVY MACHINE GUN

PRATORIAN HEAVY MACHINE GUN



Designed and built in Rahmos, the Praetorian is a large but still man-portable defensive weapon. Many were given to the AAS by their Rahmos sponsors, and some of them have found their way into Warlord Sahrab's possession. The recoil when shooting means that it must be deployed before firing, but when the bipod is set up (either resting on a suitable flat surface or with the user in a crouching position), it becomes a deadly weapon capable of wiping out entire squads of infantry with ease. The large box magazines hold 250 rounds each, allowing the gun to fire continuously for long periods of time, though reloading is a slow process due to the complicated belt-feed system.

40RTE

"FORTY"



The 40RTE can lay waste to tanks and other vehicles within its path. It is a vastly destructive antitank weapon with the ability to pierce the strongest of armors. Unfortunately, due to its firepower and size, it can be difficult to load and carries fewer rounds than other weapons.

MOLOTOV

"FIRESPLATS"



Small glass bottles with a flammable wick and loaded with alcohol make excellent makeshift bombs, and the Atelians are eager users of them. Some warlords say that there is nothing more satisfying than setting entire units of the Confederation on fire with a single throw.

LANDMINE



Landmines are an old favorite for use by defending enemies. Warlord Sahrab amassed a great number of them, and has distributed them to all able Atelian soldiers. Their uses are quite endless, and they are one of the more valuable explosives for desperate defenders.



SUICIDE BOMB

Suicide bombing is unique to the Atelian war. For the first time, nationalistic fanaticism and total war have combined to make self-sacrificial attacks palatable. More and more often, Atelians who have lost everything will strap on dynamite and, with a howl of rage, detonate themselves in a large gathering of enemy troops.

NOTE: You cannot purchase the SB, it is found in the map.



DYNAMITE

Dynamite. Explosives. They're a classic weapon and essential to any army – even the Atelian Freedom Fighters. The ones wielded by the Atelians are made using a secret composition to make the final explosions even more shocking for those fools unfortunate enough to be on the receiving end. Handle with care.

NOTE: You cannot purchase dynamite, it is found in the map.



WRENCH

Typically used for fixing your damaged structures, the wrench is a multipurpose tool that also prevents the problem of misplaced mines. While only a set number of mines can be deployed at one time, using this tool allows the Atelian soldiers to pick up previously placed mines and move them about without fear of losing a hand... or two!



STANDARD ATELIAN COMBAT KNIFE

This is a traditional Atelian knife. These knives are generally used for hunting, but make excellent close-combat weapons as well.

Upgrades

To bring up the upgrades menu, press M.

HEALTH UPGRADES

Increases maximum health. This is marked in-game with a cross icon.

FIREPOWER

Increases damage per shot. This is marked in-game with a bullet icon.

BRUTE

Enables health regeneration and increases repair speed.

SPAWNING

Decreases spawning time.

ADRENALINE

Increases movement speed.

MED KIT

Allows you to access the Med Kit via the weapons section in FPS mode.

Buildable Structures

You can switch to RTS mode by pressing G.



MACHINE GUN TURRET

This is a simple manned machine gun nest. It shoots accurately and quickly. It can be upgraded three times for a maximum of four levels. It cannot damage armored targets like tanks or walkers.



ANTI-TANK TURRET

This turret is designed as an effective counter for tanks and walkers. It shoots an explosive shell that damages both infantry and vehicles. It has a slow fire rate, which can make it vulnerable to packs of enemies.



FUEL BOMB

A contraption of fuel barrels and explosives, this structure is triggered by shooting at it; it will explode once enough damage has been done to it or once five seconds have passed, whichever comes first. The fuel bomb explodes in two phases, first a small burst to disperse the fuel as a fine mist, and then seconds later igniting the fuel as a massive explosion.



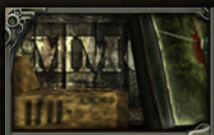
POISON TRAP

Poison traps are canister devices camouflaged by netting and triggered by pressure from infantry. Once triggered, they eject an ominous green cloud, choking and eventually killing those who venture through the haze. They last for several seconds and make for an effective tool in anti-infantry tactics.



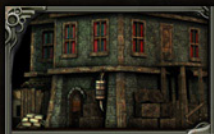
TRIP MINE

Trip mines consist of an explosive bundle with a length of taut wire extended across an area. When an enemy infantry unit comes in contact with and alters the tension in the wire, the bundle explodes, often killing or seriously injuring anything in range.



SUPPORT STATION

A stockpile of ammo and med kits, the support station gives a player and allies a chance to resupply or heal. Once built, all the player has to do is stand in close proximity and they will gain the benefits of the support station.



STRONGHOLD

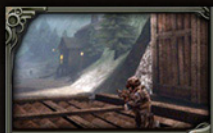
A special structure, the player can rebuild should the Confederates be successful in destroying the precious stronghold. It may only be built in the same location as the previous stronghold.

Maps



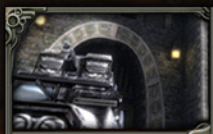
SPIRAL

The Confederate army told us to surrender and evacuate our city. We refused. We know they are preparing to attack us at any moment. To help us defend ourselves, we have blocked all routes to the city's stronghold, except one – giving us the advantage. You must hold off the attacks long enough to demoralize their ranks and force them to retreat.



BROKEN GATE

Our spies have learned that the Confederate army are massing right outside the city gates. Be prepared for an attack on the gate. There is one main road leading from the gate, which then divides into two small paths. There are also tunnels, which allow infantry to move through the city unnoticed. Do not let them surround you!



CENTRO

We discovered an old mansion, strategically located in the center of the city, with only two access routes. We have converted it to a stronghold, and believe some well-positioned defences in the roads could easily deter attackers. However, there is a network of tunnels running beneath the city, and the Confederate army could use these to bypass our defenders. Be wary!



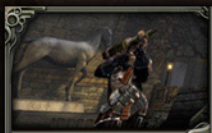
PALACE

From the frying pan, into the fire! We thought we would have time to prepare our defenses in this new city – but the Confederates were ready for us! Now we're surrounded, with two strongholds to protect. Don't ask why, you don't want to know. We must survive the battle, and protect our strongholds at all cost!



RUINS

Our forces have moved to the suburbs surrounding the now destroyed Grand Maces Palace. It is here in the perimeter of the city that several groups of civilians have taken shelter. They witnessed our operations at the Palace and are now a liability. Ensure the destruction to the rest of the palace. Ensure those civilians become victims of bombardment.



LAST STAND

The remains of the southern division of our militia are thinly spread, and under attack. Help them hold off the enemy, and we might just live to see the end of the day. Eliminate those Officers!



BOSS

Our mighty leader, Warlord Sahrab, has put his final plans into motion. This coming battle should finally unite the Atelian people. We have fortified our stronghold, and our men are ready. We know the Confederates will throw everything they have at us, so be prepared. Hold out, and beat the Confederates like the dogs they are.



BUNKER

Following the success of our campaign, we have withdrawn to the Yorgian Mountains. Even after the victory at Erram Bay, some of the Confeds are still spoiling for battle. Let's give it to them. Win this battle and there will be one less Confederate army to account for in the future.

Technical Support

QUICK FIXES

Always check that you have the latest version by right-clicking on the Iron Grip: Warlord listing in CrosuS and clicking the "Update" option.

If you experience slow or choppy game play, there are several options that can improve performance. If you go to the "Options" menu on the main screen, you will be able to access these options. Choose a lower screen resolution, turn off "Bloom Effect" and lower graphical detail to reduce lag.

In addition, please be sure you have the latest drivers for your graphics card installed.

SUPPORT

For persistent problems, you may find more information at the Iron Grip: Warlord FAQ located at www.igwarlord.com. You may also email us at support@isotx.com with your problem for a response within the next 24 business hours.

FORUMS

If you experience any further problems, please visit the Iron Grip: Warlord forums (<http://www.isotx.com/forums>) and post your problem in the appropriate section.



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