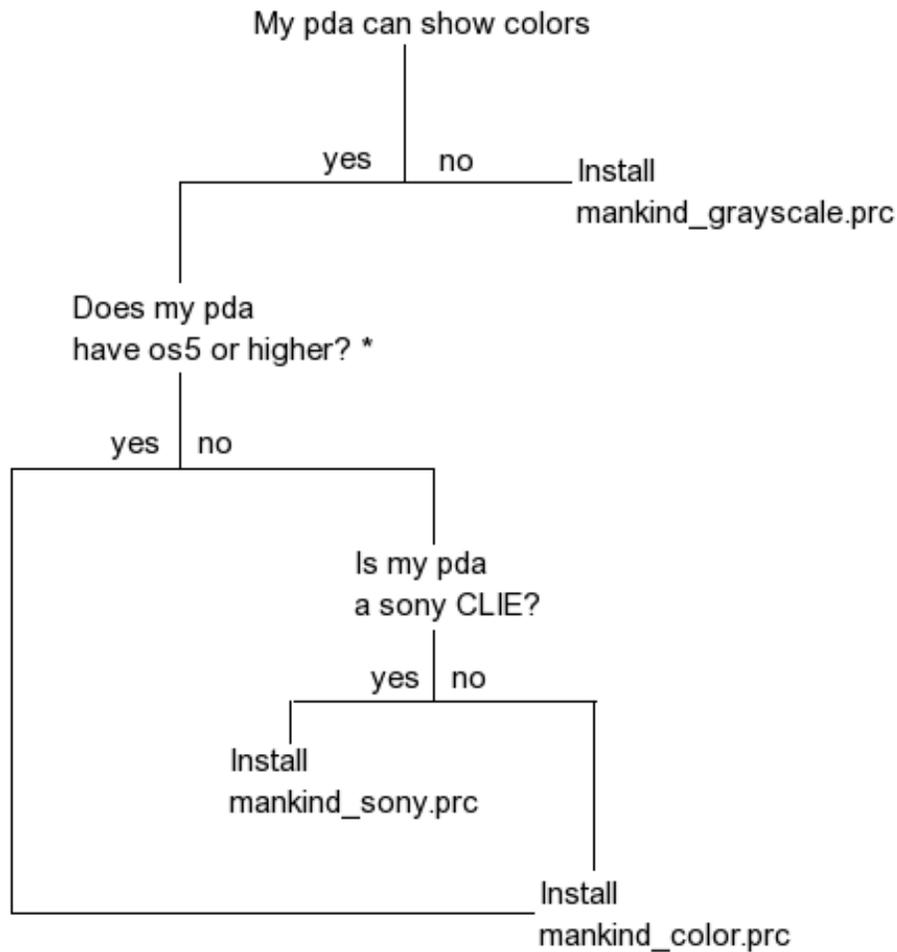


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Installation

Installing Mankind is very easy, all you have to do is install one .prc onto your pda.
There are 3 different versions included(you only have to install one)
To choose wich one is right for your pda, use the diagram below:



* If you don't know, if your device was created by palm(not sony) you should use `mankind_color.prc`
For owners of sony CLIEs, try `mankind_sony.prc` first, it will tell you if you are using the wrong prc,
if it is the wrong one, please install `mankind_color.prc`

Full Version Features (Registering)

- A random mission generator:
With this you'll never have to play the same mission again, it will always randomly generate a whole new mission for you.
- 15 missions in total:
A true challenge!
- Enhanced versions of Mankind's Conquest:
Support for grayscale devices
Support for color devices
Support for OS 5 devices.
Support for Sony CLIE devices.
- Game graphics with a resolution of 320x320 (only CLIE and OS5 devices)
- An enormous amount of planets, over a 100 in total.
- All upgrades are **FREE** to those who have bought the game.
- For more details, check the site: www.PureGaming.org

To register, visit www.PureGaming.org and click on "buy online"

How to play

When you play Mankind, it looks like this (low res version is slightly different):



Mankind's Conquest

1. Game Basics

Mankind's Conquest is a turn based game. In this game this means that you can do 3 'actions' before the enemy get's a chance to do 3 actions aswell.

These actions could be:

- Transferring units from one planet to another (the same as the colonisation of a planet)
- Attacking a planet
- Building factory's
- Building defense structures

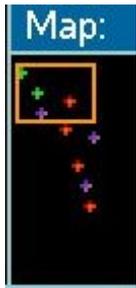
You can always choose to give up your turn by tapping this button:



After tapping this button the enemy AI will make it's move.

The Mankind playing field can be very large, because it is so large, there's a map system that helps you to view the part of space that you want to see.

It looks like this:



The orange rectangular box represents the part of space that you are currently viewing, you can drag the rectangle to another place on the map to view the piece of space that you want. Each 'dot' on the map represents a planet or a space station.

To learn how to attack, how to transfer units or how to view the statistics of a planet, keep on reading.

2. Objectives

Your objective is to make sure that you are the sole master of the system that you are in.

Such a system can consist of many planets and space stations.

When in campaign mode you'll get a briefing before the start of the game.

3. Planets

There are 3 types of planets:

- Friendly planets:



- Neutral planets:



- Hostile planets:



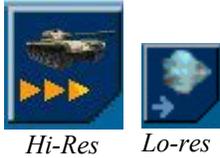
You can simply look at the flag beside a planet to determine if it is friendly (green flag) or hostile (red flag). If there is no flag, the planet is in a neutral state.

Note: On grayscale devices there is no flag but a *H* or *F* letter beside the planet.

When selecting a planet, the brackets of the selection will also be colored according to the type of planet.

4. Colonisation

In order to colonize a planet you have to send some of your units to it, you can do this by first selecting from which planet you want to send these units, when you have selected this planet you must tap the button below:



After that you can choose between the type of units that you want to send, there are 3 types:

- Troops
- Tanks
- Ships

Now that you have selected the type of units to transfer, you can set the amount of units that you wish to transfer:



Then you'll have to select to which planet you want to send these units. You can only send units to the closest planets, planets which are too far away will be marked like this:



A planet is colonized from the moment that a green flag appears next to the planet.

5. Building Structures

In Mankind Dilato you can build 2 type of structures:

- Factory buildings:
 - Tank factory's
 - Ship factory's
- Defense structures:
 - Space mines
 - Orbital cannons

Note: *Factory buildings require more time to build than defense structures.*

The more factory's that you build, the more troops that will be given to you each turn.

The amount of units produced each turn is also dependant on the number of mineral resources available.

For more information on this subject, tap on the '?' box next to the factory's.

You can build a factory or a defense structure by first selecting the planet on wich you want to build it, and then by tapping the following button:



After that you'll be able to select if you want to build a factory or a defense structure.

Note: *You can only transfer units, you can't do the same with buildings.*

If you build for example a tank factory, more tanks will be produced next turn.

If there are allot of METAL minerals, even more tanks will be produced.

You can check the amount of minerals by tapping on the eye button and afterwards on the 'mineral status' screen.

6. Attacking

Attacking a planet is very straightforward, you can only 'order' one planet to attack another.

First select the planet from where you wish to launch your attack.

If theirs an enemy planet within range (wich isn't always the case), the following button will appear:



By pressing on it you'll be asked to choose a planet wich you want to attack.

If the planet is too far away to attack it will be shown like this:



Mankind's Conquest

You will now be shown a screen where you can assemble your own attack force:

Tap to change amount.		
Spaceships	7	+/-
Tanks	15	+/-
Troops	102	+/-

By simply tapping on a type of unit, you can change the amount that will be sent to attack the planet.

7. Viewing Planet Details

Mankind Dilato includes a feature which allows you to see more details of each planet.

Select one of your planets and tap the following button:



This screen consists of 2 items: the **Planet Status** and the **Planet Minerals**

This will bring up the following window:



You can switch between views by tapping the “Status” or the “Minerals” buttons below the screen.

Planet Status

The more factory's you build the higher your employment level will become, the same goes for defences.

The fear level on your planet will rise if your enemy is moving closer towards this planet.

Planet Minerals

The more factory's you build the higher your employment level will become, the same goes for defences.

The fear level on your planet will rise if your enemy is moving closer towards this planet.

Credits

Mankind's Conquest is a creation of Pieterjan Vandegaer(pieterjan@puregaming.org).

A special thanks to all the beta testers.