WinOL II
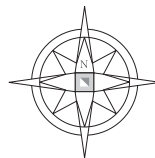# Oriantica

User's guide

English

Melin Software

Foreword

Welcome to WinOL II – Oriantica, an orienteering game for your computer. Oriantica is the result of long and hard labour, started on 11th June 1999. Three and a half year later we are proud to release what we think is the best orienteering game ever – so far. We hope that you will enjoy the game as much as we enjoyed making it. Visit us on the web, www.melin.nu, and let us know what you think. We look forward to hearing from you. Have fun!

Sincerely,

Orianctica Development Team

Melin Software

Introduction to this manual

This manual will briefly describe how to use Oriantica. This text will present a short and easy-to-read instruction, that will help you getting started.

It is not a complete documentation in the sense that every option and functionality is described. Many times, it is obvious how things work, and a documentation that for example explains that the option "Language: English" sets the language to English seems rather redundant.

Installation

Insert the game CD into your CD-ROM drive and choose one of the following options to install the game:

1 If your CD-ROM has AutoPlay enabled, the installation program will start automatically, and you just have to follow the on-screen installation instructions

2 If AutoPlay is not enabled, double click on the "My Computer" icon on your desktop. Double-click on the CD-ROM drive icon. Double-click on the Oriantica setup icon.

Important: In order to play Oriantica, a software pack called DirectX 8.0 (or later) must be installed. DirectX is a multimedia update for your operating system, provided by Microsoft. DirectX 8.1 is included on the game CD, and is installed by clicking on the "Install DirectX" button.

Introduction to Oriantica

Oriantica consists of two parts. A shell program will help you to update the software and install maps. It is this program you start when you select on the Oriantica icon on the start

menu. The second part is the game itself. To start it, click the launch button in the shell window.

After an introduction (you can abort it by pressing the ESC-key), you will come to the main menu. If this is the first time you use Oriantica, we recommend that you click on the link **Tutorial**. The tutorial will teach you the basics of virtual orienteering, step by step.

Single player game

To start a single player game, select **New Game** in the **Main Menu**. You now come to the **New Competition** menu. There are several options:

1. **Select mode**: You can choose between **Normal** (daylight) **Fog** and **Night**

2. **Skill**: Sets the skill of the computer controlled competitors. The possible choices are **Novice**, **Intermediate**, **Expert** and **Elite**. To win the Elite class is quite hard. The key for success is to choose the best route, and of course to avoid mistakes.

3. **Speed factor**: You can control how fast you and your competitors run. A higher value results in a faster game. This makes it more difficult for you, since it gives you less time to think.

4. **Map:** Click on a map to select it, and leave the menu.

The next menu you encounter is the **Select Course** menu. Click on a course to select it. The number in brackets is the length of the course in virtual meters.

Now you enter the **Competition Menu**. In the **Entries list** you can first see yourself, and then a list of computer controlled competitors. You can change options for a competitor by clicking on her/his name. You can change the start interval from 5 seconds up to one minute.

Finally select the button **Draw** to draw the start list. In the Stat list menu you can see the drawn start times. Click the

Start button to start the game. You will have to wait for your turn to start.

Playing the game

After the start signal, you will stand in front of the starting point. Your goal is to find all controls, marked on a map, in order and do it as fast as possible.

There are two basic methods to move around.

1 **Using the keyboard.** It is always possible to use the arrow buttons on the keyboard to move. Press arrow up to run forward, and left/right to turn.

2 **Using the mouse.** The mouse gives you better control, and lets you turn faster. On the other hand it is a little trickier to learn to navigate with the mouse. It is however worth the effort. The left button will make you run forward.

To find the controls you will need the map. To see it, press the **Shift button** (The button you normally press to get CAPITAL letters). It is possible to move the map and align it, i.e. rotate it so that what is in front of you is up on the map. Use the mouse to do this, the right button to move the map, and the left one rotate it. Notice the compass in the upper right corner.

If you just need to look at the map, you can press the **right mouse button** instead. This will bring up the map, but doesn't prevent you from running forward at the same time.

You can change your speed using the plus and minus keys on the **numerical keypad**. Observe that at maximum speed you will get tired very quickly, and consequently run slower. The optimal speed depends on the terrain, your tiredness and the slope. Sometimes it may be tactical to save your strength, and run faster where it is possible to have a really high speed.

The **status panel**, sketched below, will help you to monitor your speed, tiredness, current time and other important information.
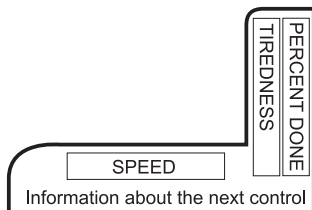
When you find your control, you will get a message when you are close enough. Then you must **remember to punch**. To punch, press the space bar. You will get a beep and a message as confirmation. Please note that there might be controls in the terrain, which are not on your course. As in real orienteering, there is no harm in punching the wrong control, as long as you also punch the right ones in the right order.

It is possible to change the view. Press Alt-Gr to watch you running, and press it again to get back. If you need the main menu during the game, press the Tab key, and press Tab again to return to the game.

When you finish your result will display. If you have visited all controls your time is shown, otherwise you get the MP (Missing Punch) status, or possibly something else. To get the complete result, you will have to wait for all runners to finish.

While you wait, you can follow the other runners in the forest. (Press the letter in front of the runner's name) Or you can study the map with your and others routes. Press Space to get to the results menu. Press Tab to return to the forest.

Keyboard commands / Game Control

Up arrow   Run

|	
Down arrow	Back-pedal
Left/Right arrow	Turn left/right
Page Up/Down	Look up/down
Shift	Show/Hide map
Alt Gr	Switch 1:st / 3:rd person view
Tab	Menu
Space	Punch control
Numerical +/-	Increase / Decrease speed
F6 Chat	
F8 Hide/Show GUI	
F9 Hide/Show Compass	

Multi player game

Playing the multi player game is in most respects similar to playing a single player game, so we only describe the differences. In a multi player game several computers are connected over a network (for example the Internet), so that you can compete with your friends.

Basic concepts

To set up a multiplayer game one computer must act as a server (click Create competition), and the other computers (Clients) must connect to this server (click Join game). The underlying network protocols currently supported are TCP/IP and Serial link.

Set up the server

1. Select **Network game** in the Main Menu.
2. Select **Create Competition**
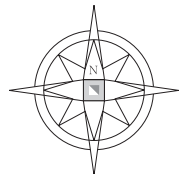
3. Select the underlying protocol. If you are not sure that you have a **Serial Link**, then try **TCP/IP**. It is a common protocol on most modern local area networks, and it is also the protocol that is used on the Internet. If you use a dialup connection to the Internet, make sure it is active. If you use Serial Link, you will get one extra question about which port to use, and the speed of communication. If you have trouble connecting, try lowering the speed.

4. The game setup menu now shown has to extra fields compared to the single player case. The **Max players** field is the maximum numbers of human-controlled players in the game. More players require more computer resources.

   Game type is an important selection. Start list means that you first wait for players to connect and then draw the start list. After the list is drawn, it is no longer possible to connect. Free start on the other hand, lets competitors join and start at any time during the game.

5. Select a map and a course as in single player game. Note that all players need to have the map installed.

6. The competition menu is almost the same as in the single player game. You can add and removes computer controlled players.

7. If your event has a start list, you now click on the link **Create Competition**. Now   for all competitors to enter the competition before you go to the next step. When all competitors have entered, press the **Draw** button, to draw the start list. Then click on the **Start link** to start the competition.

8. If the event does not have a start list, you do not need to wait for the competitors to enter. Everyone can enter and start at any time – as long as you do not end the competition,

Remember that when the server ends the competition, everyone else will be thrown out, since the server controls the game.

Connecting to the server

1. Select **Network game** in the Main Menu.

2. Select **Join a game**.

3. Select the underlying protocol. Please refer to the corresponding item above.

4. If you have chosen TCP/IP you must enter the IP-address or computer name of the server. It is the owner of the server that must tell you its IP-address. Typing a thing like `ipconfig` or `winipcfg` on the command prompt may help you to find out the IP-address of your computer. On a local network, you can use the Search for local games function instead.

5. You have to wait for the server to start the game, if there is a start list. If the game is of type free start, you may start at any time.

System Requirements

Computer: 100% DirectX compatible computer required. Windows 98, ME, 2000 and XP are supported. Windows 95 may work.

CPU: 300 MHz or faster CPU recommended.

Memory: 32 MB RAM required. 128 MB required for Windows 2000 and XP.

Graphics Card: 4 MB AGP or PCI 3D Hardware Accelerator required. 8 MB recommended.

Sound Card: 16-bit sound card required.

CD-ROM: CD-ROM drive is required for the CD version.

Input Device: Keyboard and mouse required.

DirectX: Microsoft DirectX 8.0 or later must be installed to play Oriantica.

NOTE: DirectX may require the "latest" updates for your operating system. This may also include the latest drivers for your particular motherboard, sound and video hardware.

Settings

To get to the settings menu, select **Settings** from the main menu. Some basic settings can be changed from the shell-program in case Oriantica will not start with your new settings.

Graphics

First, you can select graphics device and driver for that device. In most cases you do not have to change anything. If you are having trouble with graphics, you could try the RGB-software driver as 3D-driver. Unfortunately, it is rather slow.

Next choice is the resolution. A higher resolution means better quality, but more memory and a faster computer is required. Windowed mode means that the game will run in an ordinary window.

Sound

Sound volume is the global sound volume. Music volume is the volume of the music in Oriantica. (Music is only included in the CD-version). For Sound effects there are three choices, which are self-explanatory. Note however that 3D-surround may need mush processor time, and can slow the game down dramatically.

User interface

Here you can change how sensitive the mouse is, and enter quick messages – phrases you can use during multiplayer game.

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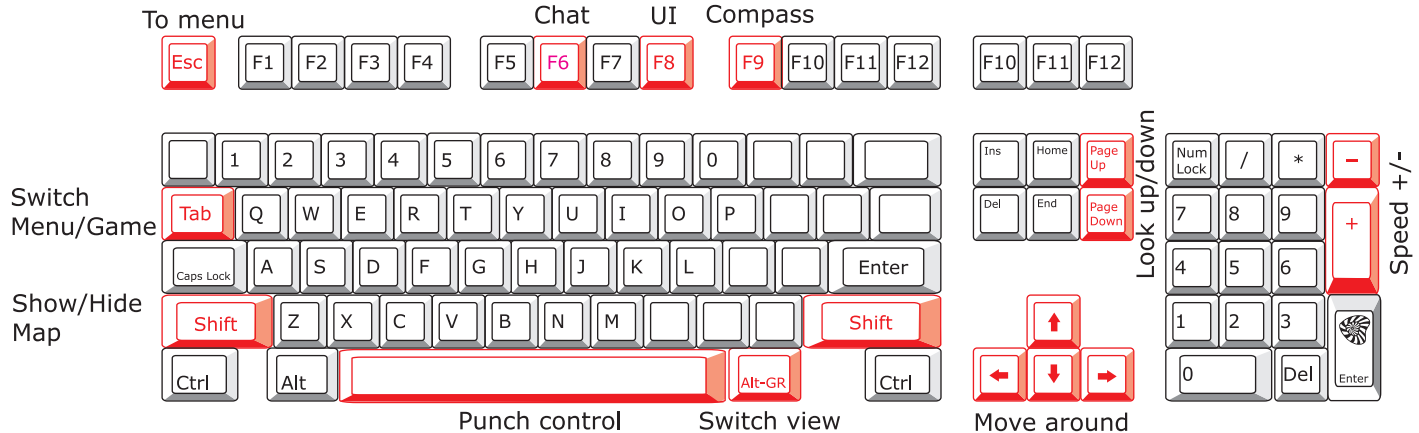
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Quick Reference

To menu

| Esc | F1 | F2 | F3 | F4 |

Chat UI Compass

| F5 | F6 | F7 | F8 | F9 | F10 | F11 | F12 |

| F10 | F11 | F12 |

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | | | |

Switch Menu/Game

| Tab | Q | W | E | R | T | Y | U | I | O | P | | |

| Caps Lock | A | S | D | F | G | H | J | K | L | | | Enter |

Show/Hide Map

| Shift | Z | X | C | V | B | N | M | | | | Shift |

| Ctrl | Alt | | Alt-GR | Ctrl |

Punch control · Switch view

| Ins | Home | Page Up |
| Del | End | Page Down |

Look up/down

↑
← ↓ →

Move around

Num Lock	/	*	−
7	8	9	+
4	5	6	
1	2	3	
0		Del	Enter

Speed +/−

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