HISTORY

The political crisis has been growing for months. A wave of demonstrations has broken out around the world. The pieces of information released through the mass media hardly reveals half of the seriousness of the situation. And it's all because of...

In a secret session of the Central Geological UN Commission it is revealed that worldwide oil stocks have plummeted to dangerously low levels. If consumption remains at current levels, oil reserves will run out within 10-15 years. This proves too short for even the most highly industrialized countries to switch their economies over to alternative energy sources. Lack of oil leads to a total crash of the world economy, transportation systems, international banking system and, finally, ushers in a period of anarchy and chaos.

In September 2001, the UN General Assembly drafted a resolution calling for the takeover of all world oil reserves and placed their control firmly in UN hands. The stated goal was to bring mankind out of the oil crisis with a minimum of pain.

The OPEC countries response was to call for a Jihad, or holy war and quickly began building up their arms supplies.

The UN then passed another resolution calling for the forcible capture of all oil reserves, starting with those in the Middle East. In November 2001 the first NATO fleet hit the shores of the Persian Gulf...

INSTALLING THE GAME

You must install World War III: Black Gold game files to your hard drive and have the World War III: Black Gold CD in your CD-ROM drive to play this game.

To install the game, insert World War III Black Gold CD into the CD-ROM drive. When the pop-up window appears, click on the Installation option. If you have disabled the Windows Autorun, or if it does not function, Explore the CD and double-click on the Setup icon.

Follow all on-screen prompts after selecting your option to complete the installation.

UNINSTALLING THE GAME

To uninstall the game, choose Settings from the Windows 95/98 Start Button, and select Control Panel. In the Control Panel, select Add/Remove Programs, left click on the World War III: Black Gold, and click on the Add/Remove button. The game and all of its components are then removed from your hard drive, expect for your saved games or edited scenarios.

SAVING GAMES

World War III: Black Gold requires space on your hard drive for saved games and temporary files. Each saved game can take up to 150 Kb of hard drive space.

SYSTEM REQUIREMENTS

MINIMUM

- Pentium II 266 MHz
- 64 MB of RAM
- 3D Graphics accelerator with 8 MB
- 4x CD Rom drive
- Mouse
- Direct X 8.0
- 800 MB minimum hard disk space
- Windows 95 / 98 / 2000 / Me / XP
- Multi-Player: TCP/IP, IPX, LAN, (56K or better required for modem play; Internet Service Provider required for internet play)

RECOMMENDED

- Pentium III 500 MHz or higher
- 128 MB of RAM
- 3D Graphics accelerator with 16 MB
- 8x CD Rom drive or faster
- Windows compatible mouse
- 16 BIT PCI Soundcard (DirectX compatible)
- Direct X 8.0
- 800MB minimum hard disk space
- Windows 95 / 98 / 2000 / Me / XP
- Multi-Player: TCP/IP, IPX, LAN, (56K or better required for modem play; Internet Service Provider required for internet play)

GETTING STARTED

Start the game by choosing World War III: Black Gold in the Start Menu (you will find it under /Programs/Reality Pump/World War III: Black Gold/World War III: Black Gold). If you have not inserted World War III: Black Gold CD into the drive, you are prompted to do so. In order to play World War III: Black Gold, the CD must be in the CD-ROM drive.
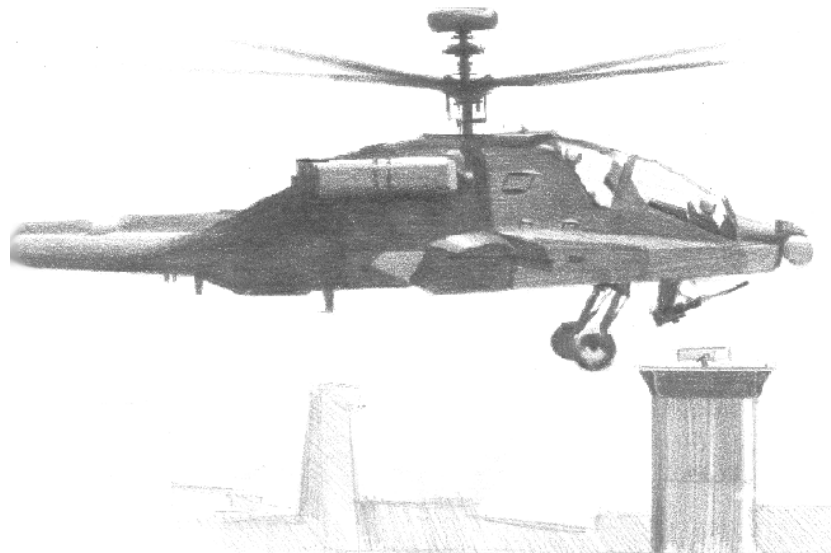
PLAYING WORLD WAR III: BLACK GOLD

Shortly after you start the game, the Choosing Player Menu appears.

CHOOSING PLAYER

In the Choose Player menu, you can pick one of the players from existing Players List, create new one by entering a name in New Player box. You can also Delete existing players. Click Enter to start the game or Exit to return to Windows.
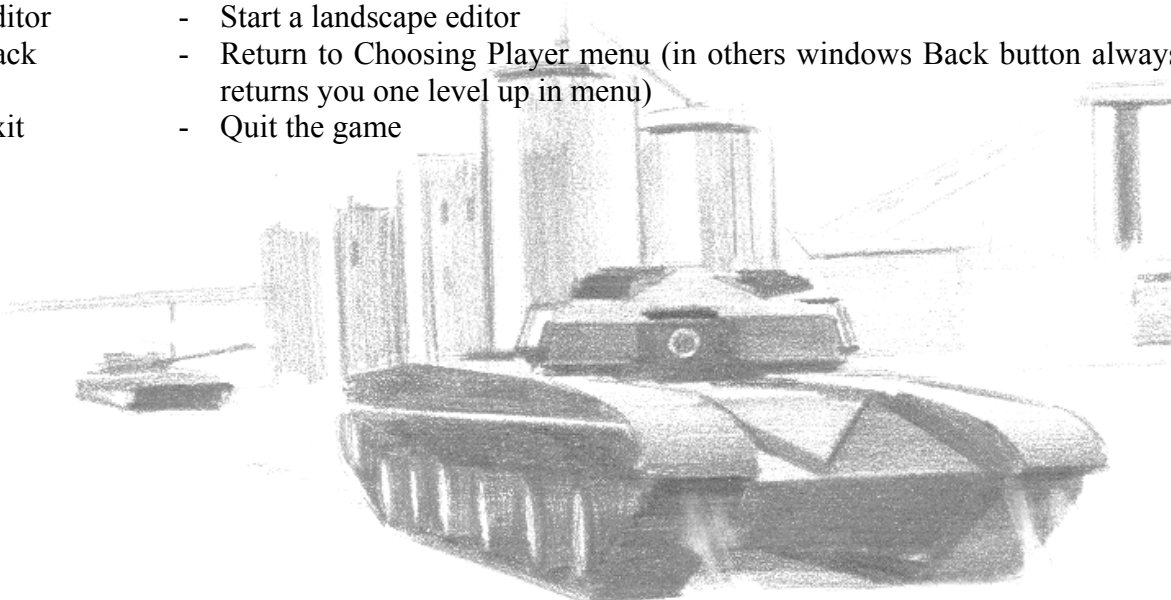
MAIN MENU

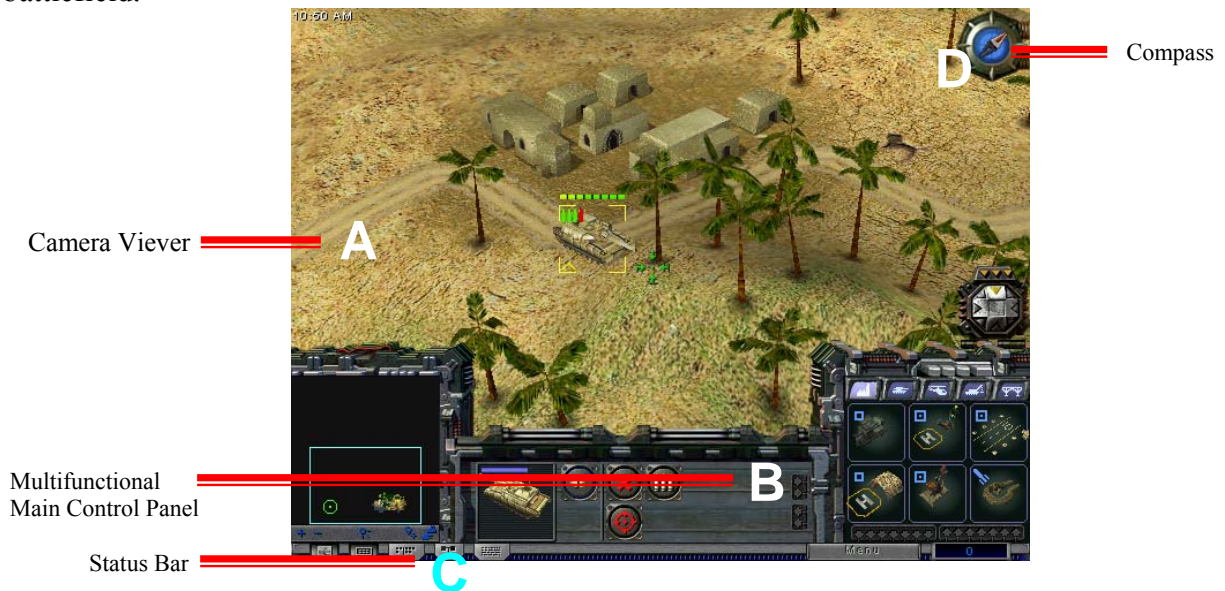Here you can choose your side, start multiplayer game and activate the editor.

BUTTON DESCRIPTION:

USA	-	Start playing USA campaigns and tutorials
Russia	-	Start playing Russia campaigns and tutorial
Iraq	-	Start playing Iraq campaigns and tutorial
Skirmish	-	Start a single-player game using network scenario
Load	-	Here you can continue a previously saved campaign. A window is displayed where you can choose from all your saved games. World War III: Black Gold automatically saves games as you play them; you can always play the last saved game by choosing „Autosave" from the bottom of the list.
Multiplayer	-	Start a multiplayer game
Editor	-	Start a landscape editor
Back	-	Return to Choosing Player menu (in others windows Back button always returns you one level up in menu)
Exit	-	Quit the game

GAME SCREEN

Shortly after a campaign has started, the game screen appears. Here you can give orders to all your units, and structures, and use camera to keep track of what's happening on the battlefield.

Compass — D

Camera Viever — A

Multifunctional Main Control Panel — B

Status Bar — C

A - CAMERA VIEWER

This area takes up most of the screen. It lets you track events on the battlefield with orbiting camera. These well situated „eyes in the sky" let you command and control your units very easy.

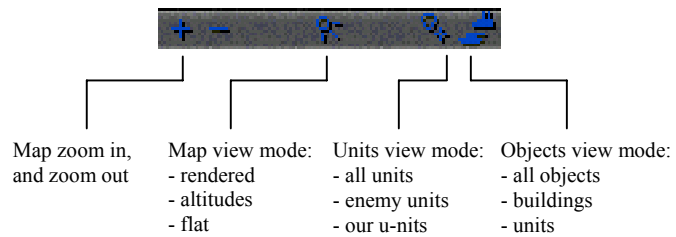## B - MULTIFUNCTIONAL MAIN CONTROL PANEL

Has four controls:

map control (-1-), object control (contains a list of orders) (-2-), construction control (build single base element, etc.) (-3-) and the transport direction control (-4-).

-I- MINI MAP

In the Map Window, the entire terrain is displayed for each mission. The brown square shows the area currently shown in the main window.

The unexplored area is displayed in black. Colored spots on the map indicate the player's units. In the menu below, the player can set a display mode for the map (normal or rendered) and zoom in and out.

| Map zoom in, and zoom out | Map view mode: - rendered - altitudes - flat | Units view mode: - all units - enemy units - our u-nits | Objects view mode: - all objects - buildings - units |

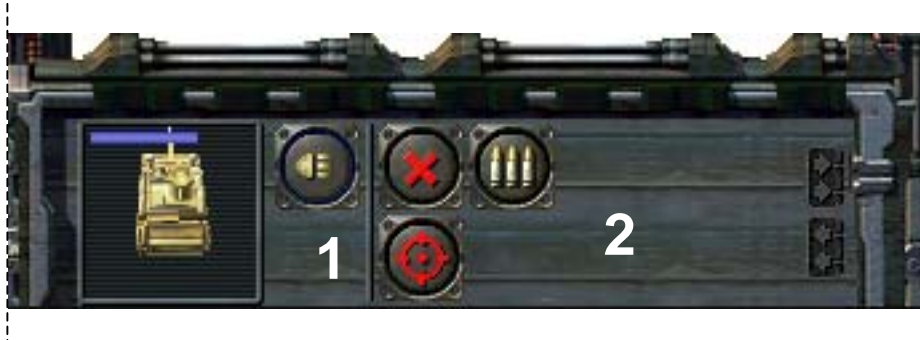*flat map*   *altitudes map*   *rendered map*

In WWIII result conditional increases of resource production, and mission progress is built into the map. This means that the player's mining ability and other actions can be limited to a certain area, regardless of the size of the map. Eliminating this blockade is a matter of time, or conditional upon a certain event, such as the destruction of a certain unit or structure, or completion of a unit or structure. The blue rectangle represents limited area.

MAP MARKERS

Special or important events, units and structure (for example to capture, to destroy etc.) are signed on the map by the color markers – blinking circles. Appearing new marker is signalized by the voice and text message. You can always go to the map place signed by last marker using the "Space Bar".

-2- UNIT CONTROL PANEL

While controlling a marked object, its symbol and available commands are displayed. A simple click switches the display from the object's symbol to its parameters. Available commands are shown as icons. Depending on the interface mode (normal or advanced) the number of commands differs. The commands are divided into Status and Action categories. Status commands (1) include for example "turn on/off lights".

Action commands (2) include "attack", "call for transport helicopter", "halt", etc. The categories are shown separately in the menu.

-3- CONSTRUCTION PANEL

All available units and structures (in each respective game phase) are shown in the menu. Using the panel tabs, you can switch between the objects. These include buildings, battle units, helicopter, construction and transport units and additional constructions, which are available for construction units (bridges, barricades, terrain leveling). Six objects are displayed simultaneously.

Structures – This tab contains every base structure available in the current game moment. Basic structure are available in every game, every time, when you work out new technologies, the list of structures will grow longer.

Armed Vehicles – Here you can find every armed ground units available to order. Basic units are available in every game, every time, when you work out new technologies, the list of units will grow longer. To order units just click on the vehicle thumbnail, you will see the number and progress bar. Number represents a amount of ordered units – when you click one time – one unit is ordered, two times – two units, etc. Progress bar shows you time to build one unit. Build units will be appear in the Landing Zone (basic units) or Airport (advanced units).

Helicopters – All battle helicopters available to order you will find in this tab. Ordering helicopter is in the same fashion as ordering ground units.

Unarmed Units – This tab contains unarmed units such as repairer, engineering unit, supplier helicopter, transporter helicopter etc.

Builder – Using icons from this tab you can give order to your engineering unit.
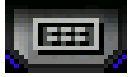
-4- TRANSPORT DIRECTION CONTROL

This determines the direction for the transport helicopters, individual parts of the base and units. By setting a direction, the player can prevent the helicopter from being shot down by enemy fire and greatly reduces transport time.

C - STATUS BAR

This is located at either the top or the bottom of the screen. It shows how much money you have, and lets you switch the following Command Center elements on/off:

Map switch switches map on/off

Panel switch switches Main Panel on/off

Tunnels switches the active camera view between the surface and the underground tunnels. You can also press the "Tab" key to switch between surface and tunnel view.

Warning: Button appears only on the maps with tunnels.
Next Land switches the camera view between your main base and the mission area. You can also press the "Q" key to switch between the main base and the mission area.
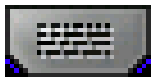
Warning: Button appears only in first Russia Campaign.
Technology tree displays the Technology Tree Screen. You can also press the F2 button to see Technology Tree.

Advanced/simple mode switches between this modes.

Objective dialog opens window with briefing text.

Menu opens menu where you can save, load game, change game options etc.

D - COMPASS

This shows which way is North.
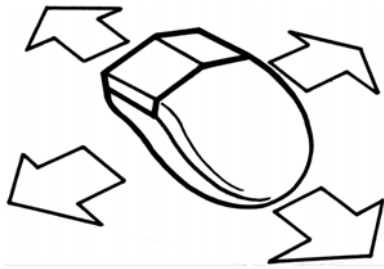Hint: Press „ . " (or „Del") on the numberpad to position the camera to face North.

End Mission Button

You will see this whenever you complete a mission in the campaign. Press the button and the mission is officially over.
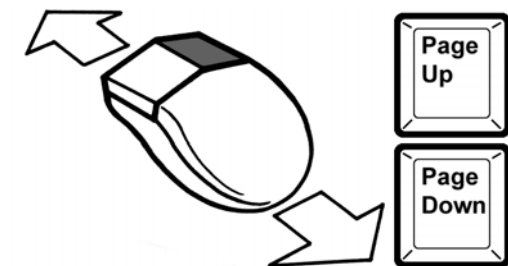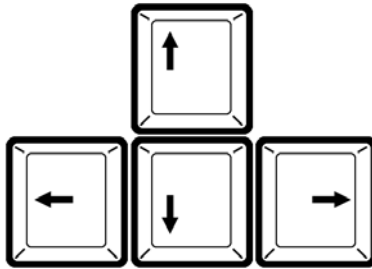Warning! On the mission with main base, be sure to send all the units you intend to use in the next mission back to base before you press the END MISSION button! Otherwise you will lose all your units!

CONTROLLING THE CAMERA

To move camera position, just move the cursor to whichever side of the screen you want. The camera scrolls automatically as soon as the cursor touches the screen edge. To stop the camera, just scroll it toward the center of the screen. You can also change the camera position using the cursor keys on your keyboard.
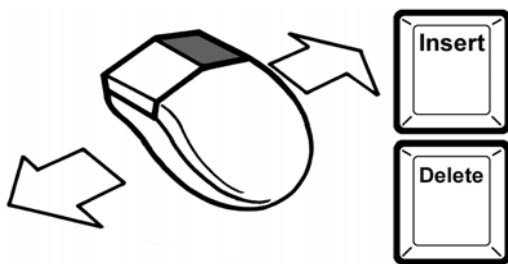
HINT: to quickly move the camera to a specific location, just right-click the location on the min map window.

To zoom in or out, hold down right mouse button , and then move the mouse forward or backwards. You can also press the "PgUp" and "PgDown" keys.
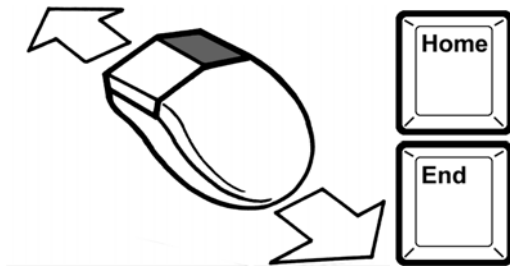
Rotating camera horizontally and changing vertical angle are an option in World War III: Black Gold.

You can switch this option as on (default is off) by choosing Menu → Options and uncheck the "Locked camera" check box.
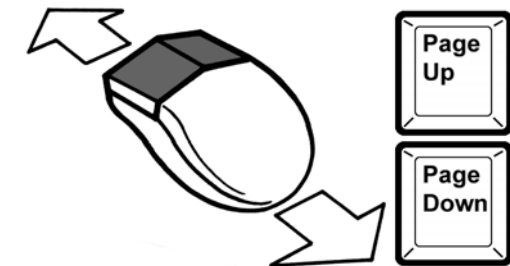
To then rotate the camera horizontally, press and hold down the right mouse button. Now, continue holding the button down and move the mouse right or left. The camera rotates with the mouse. You can also use the "Insert" and "Delete" keys to do this.

To change the camera's vertical angle, press and hold the right button while moving the mouse forward and backward. Or you can use the "Home" and "End " keys.

To zoom in or out, hold down both right and left mouse buttons , and then move the mouse forward or backwards. You can also press the "PgUp" and "PgDown" keys.

You can also set the camera to follow a specific unit around the map . Select the unit and press the "C" key on the keyboard. The camera will now follow the select unit around; you can still rotate, tilt, or zoom the camera. Press "C" key again to turn follow mode off.

UNIT LIMITS

In campaign mission and many multiplayer or skirmish games, there may be a unit limit. This limit is expressed in credits and represents the maximum amount of units you can have at any one time. For example, if the Unit Limit is set to 20 000 credits, you can build up to
20 000 credit worth of units. Unarmed units do not count against this limit, only combat units.

ORDERS

You can issue orders only to units you have selected. Orders are divided into two groups:

IMMEDIATE ORDER:

These are „spur of the moment" orders which get obeyed right away. The nice thing about immediate orders is that you can issue them directly on the map - no need to choose from the panel. To issue an immediate order, place the cursor on the area which it relates to and press the left mouse button. A small thumbnail inside the cursor shows the order, which is completely dependent on what objects are in that particular area. An example of immediate order is Move. Just select a unit and click the point on the map, the unit begins moving immediately.

ORDINARY ORDERS

These are split into two subgroups separated by a dividing line and must be chosen from the panel. The two groups are:

Action Orders - (The group of buttons to the right of the dividing line). These orders signify some kind of action that a unit has been ordered to obey, e.g. Move, Attack, or Escort. To issue these orders, simply click on destination in the main camera window.

Configuration orders - (The group of buttons to the left of the dividing line). Here you can change a unit's parameters e.g. light on/off.

Be careful! Some orders, such as build wall/bridge, require additional information like direction and line of construction. Mark a spot by left-clicking on it, then move the cursor to a different spot and click again. You will see a direct line displayed on the ground when you move the cursor. Right-click to abort the operation immediately.

UNIT CONSTRUCTION PANEL (MULTIPLAYER & SKIRMISH ONLY)

In multiplayer and skirmish games you will see this screen when you press the F1 key. Here you can build more advanced vehicles using whatever new equipment you have developed. You can then add vehicles you have built here to a construction list.

The Construction Panel consists of the following:

A - New Model Thumbnail – Activates design of new model.

B - Choose Equipment section – Represents number of empty unit slots ready to assemble weapon or equipment.

C - Equipment List – A list of weapons and equipment for the vehicle currently being designed. Just double-click a thumbnail to add the equipment to the currently selected chassis.
C - Chassis List – Here you will see thumbnails for all chassis types currently available to you.

D - Finished Unit - A picture of newly designed vehicles. The panel to the right (**F**) contains a description of the designed model. To the left are: text field (**G**) for typing a unit name and Command section (**H**) with icons of orders which will be default for the vehicle whenever it is built. Of course you can always change the orders configuration during the game.

When you are satisfied with the vehicle's equipment, name and orders, click the Add to list button to make it appear in your production list (in the construction panel). You will see your new vehicles design in the Units List (**E**) at the bottom of the screen. Double-click on the unit's thumbnail achieves the same result.

E Units List – this list include all vehicles types that you can order in Airport and Landing Zone. The list is divided into groups:

- Armed vehicles
- Helicopters
- Unarmed units

Armed vehicles	Different combat vehicles including tanks, mobile artillery, mobile flak cannons etc.
Helicopters	Battle helicopters.
Unarmed units	Miscellaneous units: engineering vehicles, repair units, transporters etc.
X	Saves a selected model to disk. A thumbnail in a form of an **O** appears each time you save a model. It is automatically assembled during next round played by current player. This option is very useful, since it saves you from designing the same models each time you play.
	Removes a selected model from the list.
	Used for changing the position of a model on the list (they can also be used to establish the order of the objects on the list).
Pause production	Immediately stops production of any units ordered in Airport and Landing Zone. Click it ("Resume production") again to resume.

CONSTRUCTING A NEW MODEL:

Click New Model Thumbnail to ready the dialog box for use.

To choose chassis from the Chassis List (**B**), just click on the chassis thumbnail. The chassis parameters are displayed in the description box. To approve a chosen chassis, double-click on its thumbnail. The cursor automatically turns into the Choose Equipment mode (**B**).

Chose weapon or equipment the same way you chose a chassis, but pick them from the Equipment List (**C**). Right-click on a thumbnail removes that piece of equipment from the current design.
When you have selected your equipment, give the vehicle a name (if you want) and choose default production commands.

Then press Add to list button (or double-click the vehicle thumbnail in the center of the screen **D**) to add finished unit to the Units List.

EDITING EXISTING MODELS

- Pick out model you want to edit from the Units List.

- Use the same steps as the New Model construction process (but remember – you can't change the chassis).

- When you are finished editing, press the Update button.

KEYBOARD LAYOUT

You will find full description of all keyboard functions in the keyboard tab of the
Menu → Option dialog.
You can define each key individually and your new keyboard setup is always saved. To assign a function to a new key, just click on a function in the list , press "Enter" and then press the new key. This overwrites any previously assigned key function.

To remove a keyboard shortcut to any function, first press "Enter" and then the "Backspace" key.

F1	Construction window
F2	Technology tree window
F9	Show range of power generators
F12	Show tunnels on surface (only the map with tunnels)
Alt+F1	Quick save
Alt+F2	Load game
Keypad Enter	Rotate buildings during placement
Keypad 0	Center the camera on selected unit
C	Switch automatic follow camera mode
Q	Switch main base/mission area (only the missions with main base)

GAMESPEED (ON KEYPAD)

Keypad -/+	Game speed Slower/Faster
*	Pre-adjusted speed
NumLock	Switch pause/run

UNITS SELECTION

,	Select all units in sight
.	Select all air units in sight
/	Select all ground units in sight
;	Select all armed units in sight
'	Select all unarmed units in sight

GROUPS

Left Ctrl +1-9	Group selected units under #1-9
1-9	Select group #1-9
1-9 (two times)	Center on #1-9

INTERFACE

Alt + P	Switch interface on/off
Alt + M	Switch minimap on/off

CAMERA

Tab	Switch surface/tunnels
Space	Center camera to area of last message
Keypad .	Turn camera to north

UNIT ORDERS

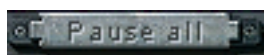|	
A	Attack
E	Escort
H	Hold position
S	Cancel order
Y	Request ammo
R	Get orders (no execution)
X	Execute order (R)

TECHNOLOGY TREE STRUCTURE

As the game progresses, the player gets access to various upgrades and technologies such as weapon and chassis systems. Acquiring technologies costs both time and money. Once he has completed a specific technology, the player can order new units, build special structures, mount offensive and defensive add-on equipment onto units, etc. In addition, he can modernize the ammunition for all types of weapons.

To display listings of all accessible technology in tree format, just click on the "Technology Tree" button on the interface, or press the F2 key.

The Research Tree shows all available technologies including the ones that you have and the ones that you can research. When you keep the cursor over each thumbnail you can read the price for putting the technology into practice and the time it takes to process, the technology description will appear when you keep the cursor on it a little longer.
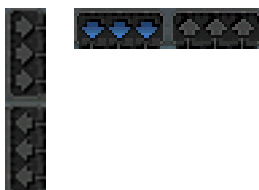
You can put technologies into practice by clicking on the thumbnail for the technology. A progress bar appears in the description area. This indicates just how the work is advancing on this technology. To stop this process right click on the thumbnail.

This button immediately stops any technological research in progress. Click it ("Resume all") again to resume.

To exit from "Technology tree" click this button.

With these arrows you can easily navigate through the "Technology tree". To navigation you can also use the right mouse button or the roller.

TAKING CONTROL

SELECTING UNITS

To select a unit, place the mouse on it and left-click. As soon as the unit is selected, the Object Menu will display its group symbol.

To quickly select a group of units, just place the mouse next to the group. Press and hold the left button and move the mouse. The area under the mouse will highlight. When you release the mouse button, all units in the highlighted area will be selected. Hold down the **CTRL** key while doing this and all the selected units will be added to an existing group. To undo your choice, press the **Alt-key** while doing the above. A simple right-click in the main camera window will immediately de-select all selected units. If a group of units is selected, the main interface will show a list of selected units. To select a unit from the list, just click on its name. All other units in the list will be de-selected.

PLACING UNITS IN A GROUP

Putting units into a group greatly facilitates accessing selected battle groups and ensures a good overview of them. It also gives the option of moving multiple units at once.

To place units into a group, select the units and give the group a number between 0 and 9. Hold down the CTRL key while doing this.

Each newly created group receives a symbol. The symbol makes it easy to choose a group with the mouse. Simply click on the symbol and all units in the group will be highlighted.

THE GROUP SYMBOLS

As soon as units are placed into a group (with the keyboard combination **CTRL** + #, where # is the desired group no.), a symbol for this group appears in the Object Menu – each newly defined group gets a separate symbol.

Clicking on a group's symbol will reveal whether the group is active (if it is, the light bulb illuminates), how many units are in the group and what the group number is.

CREATING AIR BRIDGES

Air bridges are used to transport large groups of units. To create an air bridge, all necessary transport helicopters (Chinook – USA, Mi 26 – Russia, Mi 6 – Iraq) need a start and endpoint (i.e. where the air bridge starts and where it goes to). To do this, select the transport unit in question, press the "Air Bridge" button (in the Units Menu) and choose the end point. The starting point will be where the transporter is located when the end point is defined. From now on all units which are located near the starting point will be taken to the end point.

SELLING UNITS AND STRUCTURES

At all times the player has the option of selling his own units and structures. To do this, simply press the "Sell" button in the Units / Structures Panel.

This will call the transport helicopter, which will take the unit or structure outside of the map area and at the same time take half its value and return it.
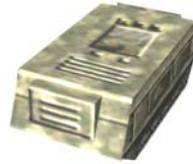
PAUSE MODE

In single-player mode, you can enter "Pause Mode" by pressing the NumLock key. In this mode, you can give orders to your units but all game action is frozen. However, all command, camera, and interface activities are still working.

CAPTURING UNITS AND STRUCTURES

Each side has a special unit for capturing enemy structures.

These are the M113 APC - USA,

Ka 29 TB (helicopter) – Russia,

A4 Fox - Iraq.

To capture an enemy structure, you must first select the unit which should do it, then select the structure to capture.

Enemy units cannot be captured until their crew has been eliminated. Chemical weapons should be used to do this. Paralyzed enemy units can then be taken with a "unit capturer" (for structures, a "structure capturer" must be used).

REPAIRING UNITS AND STRUCTURES

The task of fixing damaged units and structures is done by the repair units – Challenger - USA, EPG - Iraq. Russia has no repair units since the Russian army, for internal reasons, has never planned for this. Russians repair their units as they are damaged. During the game this becomes noticeable as units and structures automatically regenerate.

To repair a damaged unit or structure, choose the repair unit and the object to be repaired with a right-click.

EXPANDING AMMUNITION

Each weapon in the game must be supplied with ammunition. Depending on the type of weapon, it needs either a supply of 1 (i.e. W-75 Dzwina) to 100 (i.e. M60 machine gun). Loading happens automatically, once the entire supply of ammo has been used by the unit or structure or once the unit of structure received the "Reload ammo" command (happens only when the ammo supply is less than the maximum). To supply units with ammunition, a "Supply Depot" has to be built first. The transport helicopters are the

UH-60 Black Hawk -USA,

Mi 8 - Russia,

SA 330 Puma - Iraq.

Battle helicopters which have used up their ammunition supply or have received the "Reload Ammo" order, fly directly to the "Supply Depot" and build up the ammunition supply. They need no supply unit.

BUILDING STRUCTURES

In the Construction Panel, the first tab lists all currently available structures. To build one of the structures in the list, just click on it. Then give the location where it should be built. All structures in the game are built with transportable parts. Transport helicopters bring the parts to the location specified by the player. Once the part is delivered it is unfolded until the structure is completed.

Structures cannot be built endlessly. Depending on the situation in the mission, a base can be built or expanded close to the place where the mission began, or close to an existing base or allied base. To build any building on the map terrain, click on the building icon in your Construction Panel, then move your cursor on the terrain and click to confirm the building order.

Red squares, which represent structures, mean that no structure can be placed there. Possible reasons: inappropriate terrain (rocks, mountains, sand, water), potential collision with other structures, etc.

A lighting symbol in the structure outlines tells you that you have located your structure in the area outside the range of your power sources. You must either locate the structure closer to power generators, or build more power structures closer to the desired location.

A lighting symbol with an exclamation mark in the structure outlines tells you that the structure is within range of your power generators but they are currently not producing enough power. If you need more power, you can build other generators. You can build the structure if there is not enough power, but it will not be functional when construction is finished.

This symbol presents a special part of the following structures:

- in Landing Zone it is a destination point for a transporting helicopter, and initial point for ordered units
- in Air port it is the initial point for ordered units
- in Supply Depot it is the landing place for supply helicopter

- Yellow triangle symbol shows the front of the building. It is important for the defense structure –the triangle point at default position of gun barrels (ex. nest, pillbox).

COMMAND FOR STRUCTURES

Power on/off   This order temporarily "turns off" a structure. Use this to suspend production or free up power supplies for other structure.

Autodestruction   Destroys the structure without leaving a trace. When you click on this button, a countdown begins, telling you how long you have until the building explodes. To cancel the Autodestruction command, click on the timer button.

Sell   Sells the structure and gives you 50% of it's value.

ARMED STRUCTURE

Supply   Demands more ammunition

Attack   Displays your target. Order the structure's weapon attack a target.

SUPPLYING ENERGY

All parties create energy by means of a field-based generators. All structures (with the sole exception of the "Nest") require an energy supply from one of these generators.

Power Generators

USA   *Russia*   *Iraq*

Base expansion must be planned so that all structures have access to energy. A generator's range is 5 fields. To show range of generators press **F9**.

EXTRACTING RESOURCES

Oil is the only resource in the game.

 Oil resources

All sides get oil in the same manner - they build pumps on top of oil fields.

Shafts

Russia   *USA*   *Iraq*

There is no need to process oil. It is simply exchanged for cash the moment it's pumped.
To build shafts, click the "Structure" tab in your Construction panel, then click on the "Power Generator" icon, find the oil resources field on the map, move your cursor on any resource field and confirm building order.

SKIRMISH

In this mode, you can fight skirmishes in which you call the tune! It gives you access to battlefields created by you in the Editor. Used for multiplayer game-training, you can play multiplayer games against computer opponents.

As you can see, the start screen is divided into four columns. In the first column, you have a list of accessible levels and a description of the one you select (surface type, map size, resources amount). You can also choose one of the following script which is for deciding on game type:

Destroy Structures

Victory conditions:
To win you must destroy all enemy buildings.

Technologies:
You need to spend some cash and invest some time to get access to the new technologies. New technologies, weapons and vehicles are vital for your success.

Economy:
To gain money you need to mine oil with oil shafts. Build shafts on the oil fields and build generators nearby to supply power for the shafts.

Building the base:
At the start, your building area is very narrow. As the game progresses it will slowly grow, so check every few minutes to see which new terrain is available for your structures. If you have an alliance with another player , you can also build near to that player's base.

Limited Cost Battle

Victory conditions:
To win you must destroy the enemy's buildings.

Technologies:
You need to spend some cash and invest some time in order to get access to new technologies. New technologies, weapons and vehicles are vital for your success.

Economy:
You have a limited amount of money with which to win this battle. There is no way of earning more money.
This means you'll need to plan your expenditures very carefully.

Hint: If you have some unusable units or structures, recycle them to get your money back. Try capturing and recycling enemy structures rather than destroying them.

Building the base:
At the start, the area on which you can build is very narrow. As the game progresses this area will slowly grow, so keep checking every few minutes to see which new terrain is available for your structures. If you are in an alliance with another player, you can also build near to that player's base.

Tech War

Victory conditions:
To win you must destroy the enemy's structures.

Technologies:
In this mode you needn't worry about new technologies. You already have all available technologies. Remember, though, that your enemies have them too. So you have to be quick about building up your defenses against the various weapon systems.

Economy:
To earn money you need to mine oil with some oil shafts. Build shafts on the oil fields and build generators nearby to supply power for the shafts.

Building the base:
At the start, the area you have to build on is very limited. As the game progresses it will slowly grow, so keep checking every few minutes to see which new terrain is available for your structures. If you are in an alliance with another player, you can also build near that player's base.

These descriptions also apply to Multiplayer game of the same name.

The second column (Game Options) gives you more information about game type you choose. There you can change "Starting money" amount, "Victory condition", "Weather conditions" etc.
The third and fourth columns contain player information. Here you can decide how many computer opponents should play and how powerful they should be simple by changing current values. In the fourth column you can select your faction and that of the computer opponent.

When you have finished defining your parameters, click on Start Game to commence playing. The Load button loads previously saved game, but you can't load a game saved by another player.

Left-clicking on the Back button returns you to the Main Menu. When you want to exit the game left-click on the Exit button.

MULTIPLAYER

This mode lets you test your prowess against human opponents. To start, select Multiplayer in the Main Menu. A network parameter selection window is displayed.

Getting Connected

Configuration settings appear in the network parameter window. These settings depend on the current configuration of your computer.

If the window is empty, check to see if the network parameters are installed and DirectX has been installed properly.

Select a parameter and click on Initialize. But remember to choose a parameter which all players have.

In the next window you can create your own multiplayer game or join a current game. The current games are displayed in the "Available session" window.

To join a current game, select one from the list and click Join.

To create a your own network game, enter your name (and a password if desired) and click on Create new session. We recommend that the fastest computers should always be the host for multiplayer game.

DEFINING GAME PARAMETERS

The game host defines game parameters, as it does in the Skirmish. The others can make decisions about their own game in particular. While the parameters are being set, the players can keep in touch by way of the Message window which always remains active. When you type in a message and press Enter, all players receive it.

When all game parameters have been defined, the player who created the game can click on Start Game and off you are!

Hint: To ensure performance for all players, we recommend that you always play with a unit limit. If you are playing with powerful machines on a fast network, then you can set the unit limit higher or eliminate it entirely.

WarNet

If you are connected to an internet network you may play with others player from all over the world. You may choose the WarNet option from the network parameter window – in the Main Menu click Multiplayer, when the network parameter window appears, on the list select WarNet and click "Initialize".

In the next window you may add new server addresses with their names to the server list.
You can of course delete previously saved servers from the list.

On the WarNet server you can join existing channels, and speak to another players about your tactics, battles etc. You can also create you own channel.

The current games list shows you created sessions. To join a current game, select one from the list and click Join. You can create your own session if you wish. WarNet server supports a battle statistic option – you can check statistics from the last week, month, and global statistic.

USA

The USA is a leading economic and military power. Its capacity for production and war making is huge. With a well-organized General Staff, most actions are meticulously planned and thought out. A large group of scientists and engineers are always ready and waiting to work on the latest technologies and can turn ideas into reality in surprisingly short times. Thanks to a network of diplomatic contacts and a well-staffed secret service, the Americans can study future battle areas well in advance of the fighting.

The biggest problem is conducting a war thousands of kilometers away from the homeland. This calls for logistics of the first order. Indeed, the American war effort is primarily a question of transport, supply and movement.

UNITS

The Hummer was designed to fit all the needs of the US Army. In 1979 it gained a strong following and underwent several modifications. The US Army uses the vehicle in battle situations, as well as for technical and logistical support. Since the Hummer has a built-in system for controlling tire pressure, it can remain mobile in all types of terrain. In World War III: Black Gold this unit is usually equipped with an M60 rapid-fire gun. The player can optionally retrofit a anti-missile rocket launcher, thus giving him a cost-effective mobile AA battery for base defense and tank escort. He can also mount an M29 long-range artillery piece. The Hummer can also be used as a platform for state-of-the-art electronic battle systems such as jammers, blocking enemy communications, sensors and emitters, which are coupled to radio or satellite stations to increase the battle effectiveness (i.e. range, accuracy and firing frequency) of different vehicles. The Hummer's targeting system transfers very precise coordinates, so that the location of a target seldom needs correction. In addition, Hummer is capable of pinpointing targets that use stealth devices or camouflage. It can even spot enemy units at night, although their lights are switched off, and eliminate electronic static (with the Screemer).	**M1025A2 Hummer** Stats: Armor: *None* Speed: *Fast* Weaponry: *M60 machine gun or M29 grenade launcher* Additional Equipment: *Screemer, Advanced Sensors Unit*

The top brass were quite skeptical about this unit originally. But the Bradly quickly proved itself to be an extremely versatile vehicle for the modern battlefield. It's used to battle enemy tanks (provided the TOW rocket launcher has been mounted on it) and light vehicles. Since 1981, over 6000 of these have been built and put into service in both the American and Saudi Arabian armies. In the game, the Bradly forms a basic element against airborne units and light, non-armored ground-based vehicles. Standard equipment is a 25 mm M242 Bushmaster machine gun. An additional M60 machine gun can be mounted to its second mounting bar. The M1 Bradley and the M1 Abrams tank form the backbone of the American ground force.	**M2 Bradley** Stats: Armor: *Light, made of steel* Speed: *moderate* Weaponry: *M242 Bushmaster rapid fire gun, optional M60 machine gun* Additional Equipment: *Filter*
The main tank of the US armed forces, the Abrams has experienced several notable successes in its short history (the first model was delivered in 1980). During the Gulf War, its numerous strengths became obvious. These are, above all, a highly-strength armor, made from ceramic and steel plates (enemy shots can only pierce it from close distance) and its high mobility thanks to its ultra-modern engine. The Abrams' standard equipment is the M68 120 mm gun, which can shoot out a load capable of obliterating enemy defenses. Stats: Armor: *heavy, made of steel* Speed: *limited* Weaponry: *120-mm gun* Additional Equipment: *Filter, Decoy shooter, FCR*	**M1 Abrams**

AMX Leclerc

This modern French Army tank is considered to be the indicative of the next generation military vehicles. It is completely computer-controlled and has totally computerized targeting systems and its special equipment guarantees high firing precision. Thanks to its efficient armor and automatic loading system, weight has been reduced to 50 tons. Most NATO tanks weigh around 70 tons. This makes the Leclerc fast and very maneuverable.

Its main equipment is a 120-mm gun firing cluster and mixed ammunition. Theoretically, its firing rate is 12 rounds per minute. Defensive systems include the Galix (the Decoy launcher is combined with a radar system), which protects the tank from infrared-guided anti-tank rockets.

Furthermore, the Leclerc is extremely resistant and faster than any other tank. The only drawback – the Leclerc is very expensive.

Stats:
Armor: *Highly resistant, exact stats unknown*
Speed: *Moderate*
Weaponry: *120- mm gun*
Additional Equipment: *Filter, Decoy launcher*

M109 Palladin

A mobile artillery piece for attacking enemy targets from a distance of 24-30 km, this 155 mm gun can fire off 3 shots in 15 seconds (8 shots a minute). The unit loads and shoots automatically. The crew uses optical sights to fix the targets.

Stats:
Armor: *light, made of steel*
Speed: *limited*
Weaponry: *155-mm gun*
Additional Equipment: *Filter*

This vehicle is used for technical support. It is a construction and digging unit. Stats: Armor: *Light, made of steel* Speed: *Moderate* Weaponry: *None* Additional Equipment: *Filter*	**Challenger**
This lightly armored transport vehicle is used to bring up infantry. High performance filters and an additional air circulator protect the crew and the infantry on board from chemical and biological weapons. This vehicle can also travel to water, which is why it is often used for landing operations. In the game, the M113 is used to capture enemy units and structures.. Stats: Armor: *Light, made of steel* Speed: *Moderate* Weaponry: *None* Additional Equipment: *Filter* --- A modified version of the M113 APC, this vehicle is used to lay and clear mines. It is capable of carrying up to 5 anti-tank mines. Stats: Armor: *Light, made of steel* Speed: *Moderate* Weaponry: *None* Additional Equipment: *Filter*	**M113 APC** **Miner**

This versatile construction vehicle is used in the game to build defenses and shape the terrain. Stats: Armor: *Moderately heavy, made of steel* Speed: *Moderate* Weaponry: *None* Additional Equipment: *Filter*	**Engineering Unit**
This launcher is used to shoot down enemy ballistic missiles. The Patriot missiles are docked on the transport section using hydraulic carrier arms. Up to 4 long-range missiles can be loaded at a time. The Patriot battery is equipped with an early warning system, which helps pinpoint approaching enemy rockets at an early state. Stats: Armor: *None* Speed: *slow* Weaponry: *None* Additional Equipment: *None* Notes: *Has 4 missiles against enemy missiles.*	**Patriot**
This was one of the first US attack helicopters. It's used exclusively for attacking and battling targets on the ground. In earlier days it was used for landing operations. The Cobra poses serious danger for enemy tanks and other fighting vehicles. Its flying capabilities formed the basis for all further developments in new attack helicopter models. In the game, Cobra is the basic US air unit. It has only a single mounting bar, has no armor and is relatively inexpensive. Stats: Armor: *Very light, made of steel* Speed: *Fast* Weaponry: *(1 bar) 30mm-M230 gun or radio controlled Hellfire or Stinger missile or non-controlled Hydra rocket.* Additional Equipment: *None*	**AH 1 Cobra**

One of the most versatile battle helicopters in the US Army, the Apache can fly at night and under all weather conditions. It can also fly at very low altitudes, virtually hugging the ground. The M230 30 mm gun with IHADSS targeting system (mounted on the pilot's helmet) is standard equipment. Smart anti-tank guns of the Hellfire type can be fixed to the 2 mounting bars (8 per bar), or smart anti-aircraft Stinger missiles, a holder with Hydra short range rockets, or 2 additional fuel tanks. Apaches are primarily used to eliminate enemy tanks (using the Hellfires). But it can also be used to defend against enemy helicopters (with the Stingers), and to destroy enemy structures (using the Hydras). Along with the offensive weapons, the player can mount the following defensive systems: - LFCR (Longbow Fire Control Radar) – This sensor system lets the player locate hidden targets (i.e. units that use camouflage or jammers, or have their lights switched off at night). - Decoy shooters, which protect the helicopter from incoming rockets (the launcher can hold three Decoy shots).	**AH 64 Apache** Stats: Armor: *Heavy, synthetic* Speed: *Fast* Weaponry: (2 mounting bars) *30mm-M230 gun, smart Hellfire or Stinger missiles, dumb Hydra rockets* Add.Eq.:*FCR, Decoy shooter*
This is the US Army's latest and greatest. This ultra-modern helicopter is equipped with numerous electronic systems. To keep the Comanche undetectable, it has been given a special coating, to eliminate radar echo. In the game, it's used as a support unit. The main advantage of the Comanche lies in its stealth (requires stationary and mobile radar receivers).	**RAH 66-Comanche** Stats: Armor: med-heavy, synthetic Speed: *Fast* Weaponry: (1 mounting bar) *30mm-M230 gun or guided Hellfire or Stinger missiles, non-guided Hydra rockets* Additional Equipment: *None*

This unmanned reconnaissance helicopter is only used for short journeys. It is guided via remote control, and the operator can pre-program its flight route. Camcopter is used to find enemy troops and explore the map. Self-destruct missions are its specialty. The player can thus carry these out without suffering heavy losses, as the Campcopter has no crew and low production costs. Enemy forces which the Camcopter discovers should be quickly destroyed via artillery or bombers. Stats: Armor: *None* Speed: *Fast* Weaponry: *None* Additional Equipment: *None*	**Camcopter**
Depending on the player's financial situation, this helicopter can be used for either attack, transport or landing operations. In the game, Blackhawk is used to supply units with ammunition.	**UH-60 Blackhawk** Stats: Armor: *Light, made of steel* Speed: *Fast* Weaponry: *None* Additional Equipment: *None* Upgrade: *None*
This is one of the strongest transportation helicopters in the US Army (as well as Great Britain and Spain). It is used to carry individual components of bases, vehicles, Patriot launchers, etc.	**CH47D Chinook** Stats: Armor: *Light, made of steel* Speed: *Fast* Weaponry: *None* Additional Equip: A tow hook

STRUCTURES

This main building is used to deliver power to other structures in the base. Depending on the size of the base, one or more generators are needed.	**Power Generator**
The Galaxy transport helicopter lands on this strip, loaded with technical and heavy battle units, such as tanks, howitzers, etc.	**Air Port**
Light vehicles, helicopters and technical units can be ordered here.	**Landing Zone**
Ammo and other necessary supplies are stored here. The Blackhawk helicopter is responsible for bringing in the supplies.	**Supply Center**
The heavy steel construction contains a TOW launcher, combined with a radar guidance system. Thanks to its heavy armor it can withstand fire for long periods of time.	**Pillbox**
The launcher for guided Stinger missiles forms the core of the AA batteries. It is lightly armored, and is thus an easy target for ground-based vehicles.	**Turret**
This is the lightest defense structure. It is equipped wit h a rapid-fire M240 machine gun.	**Nest**

	Shaft
This is a constant feature of the Texas landscape. Thanks to this pump, oil can be changed into dollars, which, in turn, can be changed into battle units.	
	Radar
The modern, high powered radar receiver is a must for every base. It can see units that standard radar cannot locate, such as those using camouflage, or those with lights turned off at night.	
	Jammer
This modern emitter can block all enemy communication channels within a certain range, thereby causing havoc on enemy communications.	
	Rocket Control
This is the command and control center for ballistic Tomahawk missiles (atomic explosion).	
	Bomb Control
This is the command and control center for the B-2 bomber (carpet bombing).	
	Air Attack Control
This is the command and control center for the F-16 fighter (releases a single bomb).	

RUSSIA

Despite immense internal problems, Russia is still a military power, which must be treated with respect. Its huge military potential, built up during the Cold War, still poses a serious danger, and thus makes Russia one of the few great powers capable of decisively influencing world politics.

The Russians currently possess an inexpensive, reliable weaponry. In more than just a few cases, Russian equipment can measure up with that used by NATO.

Constant shortages of money for equipment repair and modernization, as well as the neglected scientific research have led to organizational problems in the general staff and a freeze on new armaments.

Russian vehicles are uncomplicated in their construction and operation, as neither evacuation nor repair has been planned for. If possible, vehicles are fixed on the spot by the crew, which means that all Russian tank drivers need to be good repairmen as well.

UNITS

This light vehicle is used to transport small groups of infantry or serve as a command vehicle. It is also used to haul light artillery (howitzer, AA guns). The UAZ-469 is the simplest battle unit in the Russian Army and is equipped with a rapid-fire 7.62 PK machine gun.	**UAZ-469** Stats: Armor: *None* Speed: *Fast* Weaponry: *7.62 PK machine gun* Additional Equipment: *None*

The self-propelled 152-mm gun was first delivered to the Russian Army at the start of the 1970's. It quickly became standard equipment in all tank divisions and mobile battle groups. The 152 mm D-20 howitzer, capable of firing explosives, anti-tank fire, chemical weapons or atomic weapons, was mounted on the turret. Unlike most Russian Army battle vehicles, the Akatsia cannot cross water barriers on its own. Its average firing range is 24 km. Using rocket-propelled shots, its able to reach around 35 km. The maximum firing frequency is 4 shots/min. Stats: Armor: *Heavy, made of steel* Speed: *Slow* Weaponry: *152-mm gun* Additional Equipment: *Filter*	**2S3 Akatsia**
The T80 tank has been in production since 1978 and has gone through many modifications. Many feel the T80 can compete favorably with the American M2, since the T80 is 40 tons lighter. A 125-mm gun is standard. This can also fire laser guided 9M117 Cobra shots. The tank is protected with armor from fused steel plates and ceramic epoxy. All T-80 tanks also have an active armor, which protects from cluster bombs (like the TOW). The T-80 also has extremely high firepower. Its lethal shots hold their power over distances of 4 km. Anti-tank shells, by contrast, can only reach 2.5 km. In World War III: Black Gold the T-80 is the main tank of the Russian forces. Its effectiveness can be raised even further by mounting an add-on option.	**T-80** Stats: Armor: *Heavy, made of steel* Speed: *Slow* Weaponry: *125- mm gun* Additional Equipment: *Filter, Decoy shooter or FCR* Upgrade: *None*

This water-bound wheel-based transporter was once a main export to other Warsaw Pact countries. It is lightly armored and used mainly to transport infantry. A 14.5-m machine gun has been mounted to its rotating turret. Its wheel base consists of 4 pairs of tires, of which only the front 2 pairs roll. Thanks to the tire pressure control system, the BTR is mobile in even the toughest terrain. This vehicle is used to support attacks on airborne targets and, in larger formations, to attack tank columns. A 7.62 PK machine gun or an anti-tank launcher for Malutka guided missiles can be mounted.	**BTR-60PB** Stats: Armor: *Very light, made of steel* Speed: *Medium* Weaponry: *14.5-mm machine gun, optional 7.62 PK machine gun or a Malutka launcher* Additional Equipment: *Filter*
Since the mid-1960's, the BM-21 has served the Russian Army. Capable of shooting 122-mm shots of explosives or chemical weapons, this vehicle can get off 40 shots in each of the three modes (salve, sequence and single shot). The BM-21 has a medium firing range. Its firepower allows it to demolish enemy fortifications from a safe distance, and can be armed with chemical rockets. Its main drawback is its poor resistance and the relatively slow speed of its shots. Theoretically speaking, rocket artillery is not suitable for attacking mobile targets.	**BM-21Rocket Artillery** Stats: Armor: *None* Speed: *Medium* Weaponry: *Launcher for 122-mm rockets* Additional Equipment: *Filter*

This lightly-armored rocket flak artillery vehicle strikes fear into the hearts of pilots. It is equipped with a central target-seeking radar, two radars for identification of incoming missiles, two control antennas, a four-way rocket launcher, a chassis, as well as optical and television systems. The rockets are fired in pairs and can hit targets within 13 km. Since the ZRK's missile control systems work with different frequencies, it is very difficult to jam its sensors. This is the strongest long-range air defense weapon the Russian Army possesses in the game. The only drawback is the somewhat limited ammunition. Stats: Armor: *Light, made of steel* Speed: *Moderate* Weaponry: *Launcher for air defense rockets* Additional Equipment: *Filter* Notes: *Ammunition – last upgrade – ignores decoy*	**ZRK-SD Romb**
A combined self-propelled AA artillery, the ZSU is used to combat fast low-flying planes. The vehicle is armed with four AZP-23 rapid-fire guns (firing at a rate of 700 – 1000 shots/min.). These are liquid cooled – the only such cooling system in the world. The firing control system consists of a radio-controlled targeting system, an optical device, coordinate calculation system and mechanism for target and flight axis stabilization. The radar has a range of over 20 km. This is an extremely effective weapon with a large ammunition supply. The only drawback is its limited range. Stats: Armor: *Light, made of steel* Speed: *Moderate* Weaponry: *4 23- mm flak guns* Additional Equipment: *Filter*	**ZSU-23-4 Shilka**

The mobile ballistic missile launcher that became a familiar word some years ago was originally developed in the 1960's by the Russians. Though capable of carrying an atomic load, the SCUD has proven extremely suitable for delivering conventional, chemical and biological loads.	**9P117 SCUD** Stats: Armor: *Light, made of steel* Speed: *Slow* Weaponry: *SCUD missiles* Additional Equip.: *Filter*
This is the first helicopter in the world designed exclusively for ground support. It has two three-blade coaxial rotors, located far apart and rotating in opposite directions. The Ka-50 is ideal for fast offensive tasks close to the ground. In addition, the helicopter is equipped with jammers. The Ka-50 is used to support ground battles. It can be sighted with radar receivers or mobile reconnaissance systems. Standard equipment include a one-way rapid-fir e 30 mm NPPU-28 gun, radio-controlled Sthurm anti-tank missiles and model UB-32 cluster bombs.	**Ka-50 Kamov** Stats: Armor: *Heavy, made of titanium* Speed: *Fast* Weaponry: *(1 mounting bar) chain-firing gun or smart anti-tank missiles - 9P149 type Sthurm, or non-guided UB-32's* Additional Equipment: *None*

A 2-turbine battle helicopter carrying a crew of two, the Mi-28 has been modified several times. This has made it a very modern attack helicopter capable of performing in many different battle situations, including nighttime operations under all weather conditions. In the game this is the basic Russian airborne unit. The Mi-28 has two mounting bars, capable of holding many different weapon types: a 30 mm NPPU-28 gun, anti-tank guided missiles (Sthurm type) or non-guided UB-32's. In addition, one of the existing defensive systems – Decoy shooter or Fire Control Radar can also be mounted.	**Mi-28** Stats: Armor: *Medium-heavy, steel* Speed: *Fast* Weaponry: *(2 mounting bars) chain-firing gun or smart anti-tank missiles - 9P149 type Sthurm, or non-guided UB-32's* Additional Equipment: *Decoy launcher or FCR*
A heavy battle helicopter with transportation capabilities, the Ka-29 first joined the army's arsenal in 1985. There are several versions of this helicopter, one of them designed for electronic battles. In the game the landing version, for capturing enemy structures, will be used. Stats: Armor: *Heavy, steel* Speed: *Fast* Weaponry: Additional Equipment: *None*	**Ka-29 TB**
This is used in the game to carry individual modules for bases, vehicles, etc. Stats: Armor: *Light, made of steel* Speed: *Fast* Weaponry: *None* Additional Equipment: *None*	**Mi-26**

This multi-purpose helicopter was previously used by most Warsaw Pact countries. It takes part in battle, landing and transport operations. In the game it is used for supply jobs. Stats: Armor: *Light, made of steel* Speed: *Fast* Weaponry: *None* Additional Equipment: *None*	**Mi-8**
This armored mine carrier can lay and sweep mines. It can carry up to 5 anti-tank mines at a time. Stats: Armor: *Medium-heavy, made of steel* Speed: *Moderate* Weaponry: *7.62 PK machine gun* Additional Equipment: *None*	**GMZ-3**
This construction vehicle is used to move terrain, clear barriers, and construct bulwarks, command posts, and emplacements for cannons and howitzers. In the game it serves chiefly to build fortifications and alter the terrain. Stats: Armor: *Light, made of steel* Speed: *Moderate* Weaponry: *None* Additional Equipment: *None*	**Engineering Unit IMR-2M**

STRUCTURES

	Power Generator
This main building is used to deliver power to other structures in the base. Depending on the size of the base, one or more generators are needed.	
	Air Port
The Galaxy transport helicopter lands on this strip, loaded with technical and heavy battle units, such as tanks, howitzers, etc.	
	Landing Zone
Light vehicles, helicopters and technical units can be ordered here.	
	Supply Center
Ammo and other necessary supplies are stored here. The MI-8 helicopter is responsible for bringing in the supplies.	
	Turret
The launcher for guided surface-to-air Striel-1 missiles forms the core of the air defense. It is lightly armored, and is thus an easy target for ground-based vehicles.	
	Nest
This is the lightest defense structure. It is equipped with a rapid-fire M240 machine gun.	

Thanks to this pump, oil can be changed into dollars, which, in turn, can be changed into battle units.	**Shaft**
Can eliminate the effects of electronic jammers within a certain range.	**Communication Center**
Thanks to modern facilities and numerous specialists, it is possible to break into the enemy's information network for a short time in order to gain insight into the location of all enemy units and structures.	**Spy Center**
This is the command and control center for the Tu-160 bomber (carpet bombing).	**Bomb Control**
This is the command and control center for the MIG-29 fighter (releases a single bomb).	**Air Attack Control**
The launcher for defensive missiles is coupled with an early-warning system for shooting down incoming enemy ballistic missiles.	**Dzwina Anti-Rocket System**

The heavy steel construction contains a D44 anti-tank gun. Thanks to its heavy armor it can withstand fire for long periods of time.	**Anti Tank Cannon**
The modern, high powered radar receiver is a must for every base. It can see units that standard radar cannot locate, such as those using camouflage, or those with lights turned off at night.	**Radar**

IRAQ

Iraq is no great power. Part of its conflict is its geographical location. Both the hated USA as well as Iraq's former ally, Russia, would like to turn Iraq into a pawn and use it to further their own interests.

The Iraqi army is large, but suffers a shortage of modern equipment, and, in many cases, any equipment at all. What little it possesses dates back to earlier times. Only in seldom instances can it compare to what the Russians and Americans are using. Up until "Desert Storm", Iraq was one of the largest weapon buyers in the world. Back then, Iraq had a number of contacts to leading arms producers from Russia, Germany, France, Great Britain and the USA. After the war, there were still enough foreign companies willing to break the embargo for the right price.

The strength of the Iraqi army lies in its incomparable fanaticism and pure hatred for the enemy (best example – the kamikaze units). Furthermore, the Iraqis know the terrain better than anybody, have implemented their camouflage perfectly, know how to locate oil reserves and quickly exploit them.

UNITS

This is a standard WW2 army jeep, which has become a versatile battle vehicle used in all types of battlefields. To this day, it is still the best all-terrain vehicle around. The Willis jeep is the basic ground unit of the Iraqi army. A machine gun and a launcher for 9M111 anti-tank missiles can be mounted. Stats: Armor: *None* Speed: *Fast* Weaponry: *Machine gun, launcher for 9M111 anti-tank missiles* Additional Equipment: *Filter, Decoy shooter, or FCR*	**Willis**
Manufactured in Great Britain, this lightly armored vehicle is used as a reconnaissance tank. It is used to gather intelligence and support the infantry. Standard equipment is a 76- mm cannon. In the game, Scorpians are the basic tank of the Iraqi army, and is comparable to the enemy's armored transporters, but with a bit more firepower. Stats: Armor: *Very light, made of steel* Speed: *Moderate* Weaponry: *76- mm cannon* Additional Equipment: *Filter*	**Scorpion**

This was the Soviet Union's biggest export to Iraq. It was developed to fight NATO units and has proven itself many times over. Due to conditions in Iraq, however, it often breaks down. Equipped with a 125-mm gun, it can fire off a variety of ammunition, including cluster and anti-tank shots. The T-72 is the main tank of the Iraqi Army. It is a bit behind similar Russian and American models. However, thanks to clever camouflage it can be very dangerous. The add-ons improve its stats: Filter – improves its resistance to chemical weapons, FCR – makes it better to locate enemy units.	**T-72** Stats: Armor: *Medium-heavy, made of steel* Speed: *Slow* Weaponry: *12- mm gun* Additional Equipment: *Filter, FCR*
This heavy rocket artillery is made in Brazil and used in many armies around the world. It comes in many versions – from the lightweight 32 x 120 mm, to the heavier 16 x 160 mm to 4 x 300 mm models. In World War III: Black Gold it is used exclusively in battles of great distances. Astros can carry up to 16 rockets.	**Astros** Stats: Armor: *None* Speed: *Slow* Weaponry: *16 x 160 mm rocket launcher* Additional Equipment: *Filter*

This product of Chinese military ingenuity is based on the Soviet BM-21. There are two versions of this model – a mobile one and one that must be towed. It shoots short 122-mm rockets. In the game, the mobile version is used. Type 63 is employed as a lightweight rocket artillery for destroying enemy defenses. Because the rockets are so slow, it is not usable for destroying mobile targets. Stats: Armor: *Very light, made of steel* Speed: *Moderate* Weaponry: *122 mm rocket launcher* Additional Equipment: *Filter*	**Type 63**
This flak system from the international conglomerate Euromissile can be mounted on both armored and non-armored vehicles and comes with ground and air radar. It is marked by extreme effectiveness in battle against targets at low and medium altitudes. Roland II is used as a mobile flak battery. Stats: Armor: *Very light, made of steel* Speed: *Moderate* Weaponry: *Launcher for guided Roland air defense rockets* Additional Equipment: *Filter*	**Roland II**
This German-built armored transporter is used in many countries in the Middle East for moving infantry. In the game Iraqis use it to capture buildings. Stats: Armor: *Light, made of steel* Speed: *Slow* Weaponry: *Moderate* Additional Equipment: *Filter*	**Fuchs A4**

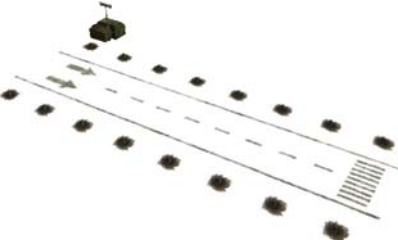|	
A light helicopter found in many armies around the world, the Gazelle is used as the only Iraqi air unit that is battle-ready. It has a mounting bar for a rapid-fire gun and air-to-air or air-to-surface missile launcher.	**Gazelle** Stats: Armor: *Very Light, made of steel* Speed: *Fast* Weaponry: *Rapid-fire gun, A-to-A, A-to-S missiles* Additional Equipment: *None*
An Anglo-French transport unit. In the game this is used to supply units with ammunition. Stats: Armor: *Medium-heavy, made of steel* Speed: *Fast* Weaponry: *None* Additional Equipment: *None* Propeller Blades: 4	**SA-330 PUMA**
This powerful transport helicopter is no longer manufactured (when it first went into production, this was the largest propeller-based air unit in the world). It was used to ferry passengers before being put to use in the army. In the game it is used to bring up modules for bases, vehicles, etc. Stats: Armor: *Medium-heavy, made of steel* Speed: *Fast* Weaponry: *None* Additional Equipment: *None* Propeller Blades: 5	**Mi-6**

This classic civilian vehicle, loaded with dynamite, makes for a dangerous weapon. When it comes into contact with enemy vehicles or structures it explodes (so-called "kamikaze" unit). Stats: Armor: *None* Speed: *Fast* Weaponry: *None* Additional Equipment: *None*	**40 Ford Pickup**
This military truck can be loaded with dynamite, barrels of gasoline, or C4 explosives. When it comes into contact with enemy vehicles or structures it sets off a huge explosion (Kamikaze unit). Stats: Armor: *None* Speed: *Moderate* Weaponry: *None* Additional Equipment: *None*	**Ural-375**
A mobile ballistic missile launcher, the Al Hussein is used to launch the Russian-built SCUDs. These can deliver atomic warheads, but have also proven themselves ideal for conventional, chemical and biological payloads. The Iraqis have made some modifications. The payload of the Al Hussein has been reduced to 250 kg, thereby increasing the range to 650 km. The payload of the Al Abbas has been reduced to 125 kg, thereby increasing the range to 800 km.	**Al Hussein** Stats: Armor: *Very light, made of steel* Speed: *Slow* Weaponry: *Al Hussein missiles* Additional Equipment: *Filter*

This multi-purpose vehicle is used to build defenses, bridges and modify terrain. Stats: Armor: *Medium-heavy, made of steel* Speed: *Moderate* Weaponry: *None* Additional Equipment: *Filter*	**Engineering Unit Dachs**
This multi-purpose vehicle is used to move terrain barriers, tow damaged vehicles and sweep mines. In the game it is used as an Iraqi construction support vehicle. Stats: Armor: *Medium-heavy, made of steel* Speed: *Moderate* Weaponry: *None* Additional Equipment: *Filter*	**EPG**
An Iraqi version of the Russian GMZ-3 mine-layer. Thanks to its add-on ammunition carrier it can hold up to 20 anti-tank mines. It is also used as a mine sweeper. Stats: Armor: *Medium-heavy, made of steel* Speed: *Moderate* Weaponry: *None* Additional Equipment: *Filter*	**Miner**

STRUCTURES

	Power Generator
This main building is used to deliver power to other structures in the base. Depending on the size of the base, one or more generators are needed.	
	Air Port
Transport helicopters land here, loaded with technical and heavy battle units, such as tanks, howitzers, etc.	
	Landing Zone
Light vehicles, helicopters and technical units can be ordered here.	
	Supply Center
Ammo and other necessary supplies are stored here. The SA330-Puma helicopter is responsible for bringing in the supplies.	
	Anti Tank Cannon
The anti-tank battery will eliminate even the heaviest armored units.	
	Turret
The Roland II launcher forms the core of the air defense. German precision guarantees effective elimination of all airborne targets. It is lightly armored, and is thus an easy target for ground-based vehicles.	

This is the lightest defense structure. It is equipped with a rapid-fire M240 machine gun.	**Nest**
Who knows more about finding and pumping oil than the Arabs? Their pumps are some of the best.	**Shaft**
The modern, high powered radar receiver is a must for every base. It can see units that standard radar cannot locate, such as those using camouflage, or those with lights turned off at night.	**Radar**
Can eliminate the effects of electronic jamming devices within a certain range.	**Radio**
Carefully chosen warriors are given ideological instruction here. They are then equipped with C-4 or some other type of explosive and sent to destroy the enemy's base. There are plenty of volunteers and their effectiveness is never in doubt.	**Saboteur Center**
The modern Russian middle range defense system Pantsyr S1 was designed for shooting down different air targets – helicopters, aircrafts, conventional and nuclear rockets. In World War III: Black Gold it is used by Iraqis as Missile Defense System.	**Missile Defense**

This experimental gun is probably the only invented one if its kind. Can hurl shells at dozens of kilometers. Reloading needs supply helicopter support.	**L.R. Artillery**
Thanks to modern facilities and numerous specialists, it is possible to break into the enemy's information network for a short time in order to gain insight into the location of all enemy units and structures.	**Spy Center**

EXPERIENCE TABLE

Experience Level	Points To Next Level	Speed Add	Max HP Add	Damage Add	Shoot Delay Add	Sight Range Add	Shoot Range Add
	[killed enemy units or destroyed structure]	*[point of speed]*	*[+%]*	*[+%]*	*[-%]*	*[point of range]**	*[point of range]**
Level 0	0	0	0	0	0	0	0
Level 1 ▬	2	0	10	10	10	0	0
Level 2 ⌃	5	0	20	20	20	0	1
Level 3 ⌃̲	10	1	30	30	30	0	1
Level 4 ⌃⌃	20	1	40	40	40	1	2
Level 5 ⌃⌃̲	40	1	50	50	50	1	2
Level 6 ⌃⌃⌃	80	2	60	60	60	1	3
Level 7 ★	160	2	70	70	70	1	3
Level 8 (eagle)	400	2	80	80	80	1	4

- 1 point of range = 4 game's fields

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Agnieszka Zietek
Sonja!

"Byte"
"Wizard Kane"

To all those who participated
in the project creation!

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