

CAVEWARS



cw01.pcx - This is where you begin to play, with one city and no idea of what's around you. In the game setup area, you can define (among many things) how much visibility you have. In the lower left you can see how your population's "toil" is being allocated between production, research, defense, and magic. The toil can be applied universally, or city by city. To the right, are the main view maps for each level. There are five levels, and you can see that on the level you are on (the 5th,) you have explored a very miniscule portion.



cw02.pcx - You have just clicked on a city, which brings up that city's statistics and controls. As you can see, you can modify your toil spread based on that city's population. You can also send units and/or excess population automatically to another city you control. Finally, the "Build" button allows you to determine what that city will produce. The lower left blank box, signifies that this city has not yet been directed to produce anything.



cw03.pcx - This is the production screen for a city. The top right box allows you to build units using one of three different metals. Since the game has just begun, you have not yet learned how to work the more advanced metals. Also, that same box is used to choose what kind of offensive weapons and defensive armor will be built. If "Special" is chosen, you may build either an engineer or a wizard. The engineer is used to dig out and mine more metal (you only have so much at the start of the game,) build cities from scratch (in case you're not inclined to capture them from others,) and to build shafts which will let you go to a higher or lower level. The wizard allows you to include magic in battles. Again your level of magic ability has an effect on the wizard's power. At the top left (above the picture of what you are going to build) is the option of putting your soldier on a mount of some kind (animal or mechanical based on your tech level.) Finally, the weapons and armor you may build are also dependent on your tech level. Right now you are at the lowest level in all fields!



cw04.pcx - This is the research "toil" allocation screen. There are three mechanical and four magical technologies. This screen allows you to change the focus of your research. The more focused your research is, the quicker you will advance in that technology. This is particularly important early in the game, when you don't have many cities, and your population base is low.



cw05.pcx - This is the summon magic screen. Currently, "Summoning Magic" has been selected. This shows the kinds of creatures that may be summoned to fight for you. The kinds of creatures you may summon are dependent on how high your summoning magic technology level is, and how much magic energy you have accumulated.



cw06.pcx - This screen shows a game that is in its 121st day. It shows two cities (of differing population bases), the cities are garrisoned by mounted Tarchons. An engineer is going somewhere. The main map view shows level five in the middle and level four above it. It also shows that you have completely explored those two levels. The map view also shows a "poor" copper deposit just above the top city, and between the cities are some "poor", a lot of "medium", and some "rich" food sources (your people must eat!)



cw07.pcx - This is a battle screen, which shows a fairly conventional (low tech and poorly armed) Bergbui force on the left (which includes three wizards and three summoned creatures,) moving up to fight a force made up entirely of summoned creatures. The creatures are spread out due to their relative speeds. Also, if you possess ranged weapons (bows, guns, artillery, rocket launchers, etc.) they begin to fire and decimate the opposing force before coming into contact.

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