

HEY!

SO, WHAT ARE COWS DOING IN A GAME? CRUSH EACH OTHER, OF COURSE.

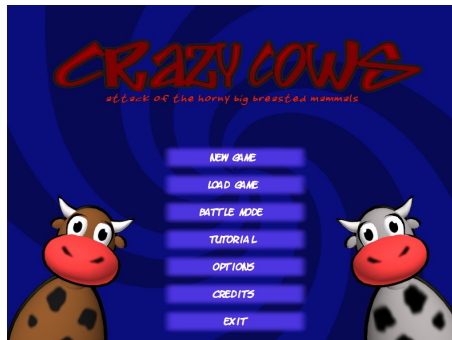
SOMEWHERE IN TIME, IT'S BEEN TOLD THAT THERE WAS A BIG WAR BETWEEN THOSE MAMMALS. THERE WERE TWO TROOPS: THE GRAY AND THE BROWN ONES, AND THEY FOUGHT TO CONQUER SOME STRANGE LAND LOST IN THE MIDDLE OF THE OCEAN. NOW IT'S TIME FOR YOU TO PICK THE MOUSE AND REVIVE THE MOST EPIC MOMENTS OF THAT WAR (AND KICK SOME ASSES, BY THE WAY).

AND NOW, WELCOME TO *CRAZY COWS - ATTACK OF THE HORNY BIG BREASTED MAMMALS!*

THIS IS A FRANTIC-ACTION-STRATEGY GAME IN WHICH YOU WILL HAVE TO CONTROL YOUR COW-TROOPS AND LEAD THEM TO VICTORY!

THE MAIN MENU

THIS IS THE MAIN GAME SCREEN, SHOWING ALL AVAILABLE GAME MODES.



NEW GAME

THIS WILL START A NEW GAME. TO DO SO, YOU WILL BE ASKED FOR A PROFILE NAME AND TO SELECT YOUR TROOP (GRAY OR BROWN COWS). YOUR PROFILE IS AUTOMATICALLY SAVED EACH TIME YOU WIN A BATTLE. GRAY AND BROWN TROOPS HAVE DIFFERENT BATTLEMAPS.

LOAD GAME

LOADS A PREVIOUSLY AUTOSAVED PROFILE.

BATTLE MODE

THIS MODE ALLOWS YOU TO PLAY A SINGLE BATTLEMAP. YOU CAN CHOOSE BETWEEN A SINGLE PLAYER BATTLE OR A TWO-PLAYER LAN BATTLE.

LAN BATTLE STARTS A TWO-PLAYER BATTLE BETWEEN ANOTHER CONNECTED PLAYER VIA LAN. YOU CAN SET UP A COMBAT AGAINST THE OTHER PLAYER OR A COOPERATIVE BATTLE AGAINST AI. CHECK OUT THE 'MULTIPLAYER GAME' SECTION FOR MORE INFO.

TUTORIAL

LOADS A SPECIAL TUTORIAL BATTLEMAP. IF YOU ARE A NEWBIE IT IS RECOMMENDED TO PLAY IT IN ORDER TO GAIN SOME EXPERIENCE.

OPTIONS

SHOWS THE GAME MAIN OPTIONS, SUCH AS SCREEN RESOLUTION, RENDER QUALITY, VOLUME... OPTIONS ARE AUTOMATICALLY SAVED EACH TIME YOU CLICK ON THE 'APPLY BUTTON'.

CREDITS

SHOWS THE CREDITS OF THE GAME

EXIT

QUITS THE GAME

PLAYING THE GAME

THE MAIN MAP



THIS SCREEN SHOWS THE WHOLE WORLD AND AVAILABLE BATTLES WHERE TO FIGHT.

RED DOTS MARK BATTLES YOU STILL HAVE TO WIN, AND GREEN DOTS MARK ALREADY WON BATTLES. YOU CAN REPLAY A WON BATTLE AS MANY TIMES AS YOU WANT.

YOU CAN SELECT THE SKILL LEVEL EACH TIME YOU PLAY A BATTLE. YOU CAN ALSO CHECK OUT YOUR NOTEBOOK, BY CLICKING THE BUTTON AT THE RIGHT-BOTTOM OF THE SCREEN.

WINNING A BATTLE

THERE ARE TWO WAYS OF WINNING A BATTLE: WHEN ENEMY SURRENDERS OR WHEN YOU FINISH WITH ALL ENEMY COWS.

IF ENEMY DECIDES TO SURRENDER, YOU WILL STILL HAVE THE CHOICE TO ACCEPT (AND WIN THE BATTLE) OR REVOKE THIS SURRENDER (AND KEEP ON CRUSHING ENEMIES).

NOTEBOOK

THIS SCREEN SHOWS INTERESTING INFORMATION ABOUT THE COWS YOU HAVE ALREADY UNLOCKED DURING THE GAME.

YOU CAN CHECK OUT THIS SCREEN FROM THE MAIN MAP SCREEN AND ALSO DURING A BATTLE (BY SHOWING THE INGAME OPTIONS WITH THE <ESC> KEY).

MAIN CONTROLS



YOU CAN USE THE W, A, S, D KEYS TO SCROLL THE MAP. YOU CAN DO THIS ALSO BY MOVING THE MOUSE TO THE

SCREEN LIMITS.

BY PRESSING THE MIDDLE MOUSE BUTTON YOU CAN ROTATE THE CAMERA, AND USING THE MOUSE WHEEL ALLOWS YOU TO ZOOM IT IN AND OUT.

TO SELECT A COW, YOU CAN LEFT CLICK ON ANY COW OF YOUR TROOP. YOU MAY ALSO MULTI-SELECT MANY COWS BY LEFT-DRAGGING THE MOUSE, OR BY HOLDING SHIFT OF CTRL KEYS WHILE YOU LEFT-CLICK ON THEM.

IF YOU RIGHT CLICK ON THE GROUND, YOUR SELECTED COW(S) WILL MOVE TO THE MARKED PLACE.

TO ATTACK AN ENEMY COW, JUST RIGHT CLICK ON IT. ANYWAY, YOUR COWS WILL AUTOMATICALLY ATTACK ENEMIES IF THEY DETECT THEM.

PRESS THE <ESC> KEY TO SHOW THE INGAME OPTIONS, WHERE TO CHANGE VOLUME SETTINGS, SURRENDER OR CHECK OUT YOUR NOTEBOOK.

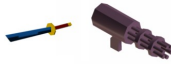
COWS



THERE ARE MANY TYPES OF COWS IN THIS GAME, LIKE THE NINJA COW, THE SHOTGUN COW, THE MACHINEGUN COW... YOU WILL UNLOCK NEW COWS AS YOU KEEP ON WINNING BATTLES. CHECK YOUR NOTEBOOK TO SEE INFORMATION ABOUT THE COWS YOU UNLOCK.

THE CRAZY COW IS THE MOST BASIC COW ON THE GAME. IT IS THE LESS POWERFUL COW, BUT IT IS THE ONLY ONE ABLE TO CONQUER ENEMY FARMS AND TO RIDE VEHICLES.

WEAPONS



YOU WILL FIND MANY WEAPONS ON THE GROUND. COWS CAN PICK THESE AND BECOME A NEW TYPE OF COW. FOR INSTANCE, IF A COW PICKS A KATANA IT WILL BECOME A NINJA COW. CHANGING ITS OUTFIT WILL ALSO REFILL COW'S LIFE. HOWEVER, COWS CANNOT PICK THE SAME WEAPON THEY ARE HANDLING (I.E., A MACHINEGUN COW CANNOT PICK UP A MACHINEGUN AGAIN).

CHANGING WEAPON ALSO MEANS THE COW WILL LOSE ITS MEDALS OF HONOR (EXPLAINED BELOW).

TO PICK A WEAPON, RIGHT CLICK ON IT WITH YOUR SELECTED COW.

FARMS



THERE ARE BROWN AND GRAY FARMS, AND DIFFERENT TYPES OF THEM ALSO. FARMS PERIODICALLY PRODUCE NEW CRAZY COWS, BUT THEY CAN BE DESTROYED OR CONQUERED BY ENEMY.

TO CONQUER AN ENEMY FARM WITH A CRAZY COW (REMEMBER, ONLY CRAZY COWS CAN DO SO), SELECT IT AND RIGHT CLICK ON THE ENEMY FARM.

IF YOU WANT TO ATTACK AND DESTROY AN ENEMY FARM, RIGHT CLICK ON IT WITH ANY OTHER TYPE OF COW.

WHEN YOU RIGHT CLICK ON A FARM OF YOUR OWN TROOP, YOUR SELECTED COWS WILL PROTECT IT BY PATROLLING AROUND IT.

VEHICLES



VEHICLES CAN ONLY BE PICKED BY CRAZY COWS. TO RIDE A VEHICLE, JUST SELECT A CRAZY COW AND RIGHT CLICK ON IT. THERE ARE GROUND, WATER AND AIR VEHICLES.

IF YOU RIGHT CLICK ON A VEHICLE WITH ANOTHER TYPE OF COW, THE MAMMAL WILL ATTACK IT AND MAY DESTROY IT.

MEDALS OF HONOR

AS A COW KILLS MORE ENEMIES, IT WILL RECEIVE MEDALS OF HONOR, WHICH MAKE THIS COW MORE POWERFUL (IT WILL INFLINGE MORE DAMAGE IN ITS ATTACKS). HOWEVER, IF IT PICKS A NEW WEAPON OR RIDES A VEHICLE (IN CASE OF A CRAZY COW) IT WILL LOSE ALL ITS MEDALS.

ADVANCED CONTROLS

DEFENDING FARMS

RIGHT CLICK ON A FARM OF YOUR TROOP WITH YOUR SELECTED COWS, AND THEY WILL PATROL AROUND IT IN ORDER TO DEFEND THE FARM.

RETREATING

YOU CAN FORCE YOUR SELECTED COWS TO RETREAT A FIGHT BY RIGHT-DOUBLE-CLICKING THE MOUSE ON THE GROUND.

FORMATION MOVEMENT

WHEN SENDING MANY COWS TO A POSITION, THEY WILL USUALLY ADVANCE AT DIFFERENT SPEED (SOME COWS ARE FASTER THAN OTHERS). IF YOU WANT TO AVOID THIS, AND DESIRE A 'FORMATION MOVEMENT' (THAT IS: ALL COWS ADVANCING AT THE SAME SPEED), JUST HOLD SHIFT KEY WHEN RIGHT-CLICKING ON THE GROUND.

REGROUPING

YOU CAN ALSO REGROUP YOUR SELECTED COWS BY HOLDING CTRL WHEN SENDING THEM TO A POSITION WITH RIGHT MOUSE BUTTON.

THE 'CREATE SHORTCUT' BUTTON



YOU CAN CREATE SHORTCUTS TO YOUR SELECTED GROUPS OF COWS WITH THE 'NEW SHORTCUT' BUTTON AVAILABLE ON THE RIGHT BOTTOM CORNER OF THE SCREEN TO QUICKLY SWITCH BETWEEN COWS.

SHORTCUT BUTTONS



USE THEM TO QUICKLY SWITCH BETWEEN YOUR SELECTED COWS

THE WARNING BUTTON



WHEN YOUR TROOPS OR FARMS ARE ATTACKED OR CONQUERED BY ENEMY OUT OF CAMERA, THIS WARNING BUTTON APPEARS. CLICK ON IT AND YOU WILL BE LOCATED WHERE THE ACTION IS.

THE MINIMAP

THE MINIMAP LOCATED AT THE LEFT-BOTTOM OF THE SCREEN INDICATES THE SITUATION OF ALL COWS AND FARMS UNDER THE KNOWN TERRITORY. UNKNOWN TERRITORY IS OBSCURED BY FOG OF WAR.

YOU CAN ALSO SCROLL THE MAP BY LEFT CLICKING ON THE MINIMAP: THIS WILL TAKE YOU TO THE CLICKED AREA.

RIGHT CLICKING ON THE MINIMAP ALSO WILL SEND YOUR COWS TO THE DESIRED POSITION AS LONG AS THEY CAN REACH IT.

MULTIPLAYER GAME

WHEN PLAYING MULTIPLAYER MODE, ONE OF THE PLAYERS MUST BE SET AS SERVER. THE CLIENT MUST CONNECT TO THE SERVER LAN IP.

ONCE CONNECTION IS ESTABLISHED, SERVER AND CLIENT CAN CHOOSE THE TROOP THEY WANT TO PLAY WITH, BUT ONLY THE SERVER CAN CHOOSE WHICH BATTLEGROUND TO PLAY.

IF CLIENT AND SERVER CHOOSE THE SAME TROOP, THEY WILL PLAY COOPERATIVELY AGAINST THE AI. IF NOT, THEY WILL PLAY

A VERSUS BATTLE.

IN COOPERATIVE MODE, NON-AI CONTROLLED COWS ARE RANDOMLY DISTRIBUTED BETWEEN CLIENT AND SERVER, SO EACH PLAYER CONTROLS AN AMMOUNT OF COWS OF THE SAME TROOP.

TROUBLESHOOTING

GRAPHICS CARD NOT SUPPORTING OPENGL 2.0

WE ARE SORRY BUT, TO BE PLAYED, THIS GAME REQUIRES A GRAPHICS CARD WITH OPENGL 2.0 OR HIGHER SHADER SUPPORT. THE GAME HAS BEEN TESTED WITH SEVERAL ATI AND NVIDIA CARDS WITH THIS SPECIFICATION.

SLOW PERFORMANCE

IF YOUR GRAPHICS CARD DOES SUPPORT OPENGL 2.0 BUT THE GAME RUNS AT AN EXTREMELY LOW FRAMERATE (LET'S SAY, YOU CAN HAVE A CUP OF COFFEE UNTIL THE MAIN MENU IS SHOWN) YOU SHOULD THEN UPDATE YOUR GRAPHICS CARD DRIVER. IT IS KNOWN THAT MANY OLD ATI OR NVIDIA DRIVERS HAVE SHOWN UP WITH THIS PROBLEM.

MULTIPLAYER LAN CONNECTION NOT WORKING

THIS GAME USES PORTS 9000 AND 9001 TO STABLISH CONNECTION BETWEEN SERVER AND CLIENT. ENSURE YOU DO NOT HAVE ANY FIREWALL OR ANTIVIRUS BLOCKING THE CONNECTION. BEAR IN MIND THAT WINDOWS XP OR VISTA ALSO SHOW THAT FUNNY MESSAGE AT THE RIGHT BOTTOM OF THE SCREEN INFORMING ABOUT INCOMING CONNECTIONS AND SO, WHICH OFTEN FREEZE THE GAME SCREEN.

GAME CRASHING UNDER WINDOWS 7

THIS PROBLEM HAS BEEN DETECTED WITH SOME COMPUTERS USING WINDOWS 7. IF THIS HAPPENS, RUN THE GAME UNDER XP COMPATIBILITY MODE.