

System Requirements:

An internet connection
Winzip or similar program
Java

Download and Installation instructions:

1. Go to <http://megamek.notcows.com/>
2. Download the Client file
3. Unzip the file
4. Enter the TotalTech folder in the unzipped directory
5. Double-click on the update.bat file and let this run

To enter the realm:

1. Double-click the MekWars Client.
2. Enter a user name...this will be your 'handle' or nickname, the name by which everyone will know you. Examples include MStaley010 or Wild Knight. Leave the password field blank for now and click OK.
3. Go up to the *Campaign* menu and select *Enroll* from that menu. This starts you off with the Solaris VII Training Company and issues you 6 light and medium Battlemechs. You will not be able to join a star nation until you have amassed 50 experience in the Solaris VII Training Company.
4. Before you can fight a battle, go to the *File* menu and select *Register Nickname*. Here you will enter your user name and create a password.

Create an army:

1. Go to your Headquarters tab.
2. Right click and select create army.
3. Right click in one of the army slots, go to add, and pick the unit you want. The total BV of your army will be added in the army information square on the left.
4. Finally, before you can attack someone or be attacked you must go on active duty. To do so, go up to the *Campaign* menu and select *Active Duty!* After a few moments you will be informed that you have reached the front lines.

Good luck, and good hunting.

A tour of your MekWars command console:

The *Headquarters* tab – tab represents your mech bay. Here the Battlemechs, vehicles and infantry units that you have at your personal disposal can be viewed. In the *Hangar* section you can view all units you have access to. By holding the mouse cursor over each unit, you can determine the model of the unit, the name of the pilot or unit commander, their gunnery and piloting skills, the amount of experience they have amassed and where the unit was built. In the *Army* section you can right click on a square and add a new unit

to your army. The total BV will be listed in the army information square on the left. You may also buy new or used units from the buy tab. If you buy a new unit, you will receive one random unit from the appropriate table (which you don't get to see). If you purchase a used unit, you will receive an appropriate unit from your House bay at reduced cost. If you are a Solaris Training Company player and you have taken casualties, purchase a used medium or light mech to receive six new units, free of charge. You may initiate raids from this location if you are active. Simply right click on your army and go to tasks, then fill in the information as prompted. Finally, once you have started a fight, you may join or host and join a game from here.

The *Black Market* tab – The Black Market is a place where individuals of a less-than-savory nature sell military hardware to the highest bidder. If you find yourself in need of some equipment that your nation simply does not produce, you may use the Black Market to purchase it. Expect to pay a high price for anything you purchase. To bid on a unit, select it from the available list, then click bid and enter a value equal to or greater than the minimum bid listed. When the tick counter reaches 0, the unit will be sold to the highest bidder. If you find yourself in need of some cash and want to put a unit up for sale, click the sell tab, select the unit you wish to sell from the drop down menu, the number of ticks you wish to leave it up for bid and the minimum bid you wish to start the sale off at. Remember, the men and women who run the black market will take a cut of your profits, so sell high.

The *House Status* tab – The House Status tab represents your House mech bay. At the top of the list you will find icons representing all active factories in each category and weight class of unit. To purchase a brand new unit from one of these factories, right click on the icon. In the bottom half of this screen you will find all Battlemechs and tanks available for purchase, as well as all infantry units available for hire. You are not able to select from the list available. Instead, the unit you receive is selected randomly when you choose to buy a used unit from your Headquarters tab.

The *Battles* tab – Here you will see a list of servers on the left hand side, and a list of player names on the right. These are battles that are currently underway. If you wish to observe a battle, right click on the name of the players you wish to observe and select 'View Game.' If your opponent is hosting a battle, you can join by right clicking on your opponent's name and selecting 'Join Game.' Members of the Solaris Training Company are not able to use this tab.

The *Map* tab – The Map tab is exactly what it sounds like...a map. You can use your mouse wheel to zoom in and out. If you zoom all the way out, you will see a map of the Inner Sphere, Periphery and Clan Space. Zoom in, and individual world names will be visible. Blue worlds are Lyran Commonwealth (Steiner), Purple are Free World's League (Marik), Green are Capellan Confederation (Liao), Yellow are Federated Suns (Davion), Red are Draconis Combine (Kurita), Orange represents the combined Clans, White represents the combined forces of Comstar, Word of Blake and the Free Rasalhague Republic (combined for balance reasons), Light Blue represents the Rim World's Alliance (for balance reasons composed of a number of Periphery realms such as

the Marion Hegemony), A slightly different shade of light blue on the far right is the Outworld's Alliance, Gray is the Bandit Kingdoms, Light Green is the Magistracy of Canopus and Light Orange is the Taurian Concordant. A world with a star by it represents a factory world. If you right click on a world, you may begin a task, use the information option to check planetary statistics such as ownership and terrain, or search the map for a specific world.

The *Main Channel* tab – This is an open discussion forum and chatroom. Anything you type while on this tab will be broadcast to all active players.

The *House Channel* tab – This is a discussion channel that will broadcast anything you type to anyone currently active in your House.

The *Private Channel* tab – The Private Channel is a channel allowing you to communicate with one individual player. To initiate a message, right click on a player in the *Player List* and select 'Send Mail to <Player>'

The *Personal Log* tab – This tab keeps track of all actions you have performed and all messages you have sent since you have logged on.

The *Miscellaneous* tab – I have yet to determine exactly what this tab is for. I think it exists to fill space and balance the bottom tabs with the top tabs.

The *Player Information* Screen – The Player Information screen can be found in the upper right hand corner of your console. It displays your account name, whether you're on active duty or in reserve, your current level of experience, available money and influence, the number of technicians working on your equipment, how much you need to pay those technicians after each battle, your available reward points and the number of seconds until the next tick.

The *Player List* – This is a list of players who are currently logged on to the campaign. A green icon indicates the player is in reserve status and is not eligible to be attacked. The orange icon of a man marching indicates that the player is on active duty, and can be attacked. The red icon with a man shooting indicates the player is currently engaged in a battle, and may not be attacked. If you hold your mouse cursor over the name of an active player, a pop-up will appear that displays their experience level, ELO rating and House affiliation. Right clicking on a player will allow you to send messages or items to them, or will allow you to sort the list in a variety of manners.