THE BATTLE FOR KRONOS
STARTS NOW

B A T T L E   W O R L D S
KRONOS

20
13

MANUAL 0.1
WORLD OF BW:K

EXTENDED **MANUAL**

Epilepsy Warning

Some people are prone to epileptic seizures or disruption of consciousness if they are subjected to flashes of light or other lighting effects. These individuals might suffer these effects while playing video games. Even if their medical history does not show any epileptic episodes as of yet, playing games might trigger them. If you or a family member have shown comparable symptoms while subjected to similar lighting effects, please consult your doctor.

It is highly recommended to adhere to the following rules when playing video games: Don't play if you are tired or did not get enough sleep; make sure the room you are playing in is well lit; make sure to take regular breaks from playing of about 10-15 minutes per hour.

Support

It is our utmost goal to create and deliver to you the most perfect games without any bugs. If, despite our efforts, a technical problem arises, please contact our free support at support@battle-worlds.com, which will usually reply to you within 24 hours. Please let us know as much information as possible in your first email, including: System configuration (CPU, RAM, graphics card, OS, driver versions, DirectX version, etc.)
A detailed description of the problem with any error messages that are displayed and any steps to reproduce the problem

BATTLE WORLDS
KRONOS

System Requirements

To be able to play Battle Worlds: Kronos your computer should at least fulfill the following requirements:

PC

OS: Vista, 7 oder 8, or newer release
Processor: 2.4 GHz
Memory: 2 GB RAM
Hard Disk Space: 3 GB
Video Card: DirectX 9c compatible graphic card with 256 MB RAM, Pixel-shader 2.0, DirectX® 9.0c
Sound: Integrated audio interface

MAC

OS: Mac OS X 10.6 (Snow Leopard) or newer
Processor: 2.4 GHz
Memory: 2 GB RAM
Hard Disk Space: 3 GB
Video Card: OpenGL 2.1, minimal Intel HD Graphics 4000 or better, DirectX®: 9.0c
Sound: Integrated audio interface

LINUX

OS: Ubuntu 12.04 LTS or newer release
Processor: 2.4 GHz
Memory: 2 GB RAM
Hard Disk Space: 3 GB
Video Card: OpenGL 2.1, GeForce GTX 260 or similar , proprietary driver(recommended), DirectX®: 9.0c
Sound: Integrated audio interface

Battle Worlds: Kronos has been tested with Ubuntu in the versions 12.04., 12.10 and 13.04. Principally Battle Worlds: Kronos should also run on other distributions (e.g. Fedora, Suse and others). For directions on how to get the game running on these distributions, please visit our forum at http://forum.kingart-games.com

Troubleshooting/FAQ

We have striven to develop a bug-free game, as much as that is possible. Bugs might however have crept into the game. Should you experience any problems please check the following first:

1. Do you have the most current version of the game installed (including the most up-to-date patch)? Depending on where you bought the game the patches will either be installed automatically, or will need to be installed via the game's "Launcher".

2. Is the system's graphic card driver completely up-to-date?

3. Has the operating system got all the latest updates, service packs, etc. installed?

4. Are all other drivers up-to-date?

5. Could third party software (for instance a virus scanner) be limiting/ blocking the game's functionalities?

If you have verified all the above and are still experiencing issues, then please visit our forum:

http://forum.kingart-games.com
You will find all known problems listed there and – as long as available – their fixes.

Should your problem not be listed yet, then please contact our support:

support@battle-worlds.com

Game Controls

Left Mouse Button

• Selects Units, Buildings and Objects
• Opens selected Transporters and Buildings
• Use to click on buttons in the User Interface

Right Mouse Button

Once a unit has been selected with the left mouse button, then orders can be issued to it with the right mouse button. For example:

• Move Unit (click on any space within range)
• Attack Opponent (click on an opponent within range)
• Carry out Special Actions (right-click the selected unit in order to, for instance, deploy or dismount artillery)

Scrolling

To move the field of view:

• Right-click the game area and hold down the mouse button while you "drag" the displayed area until the section you want is in frame
• Move the cursor to the edge of the screen
• Press the arrow keys

Zooming

The game offers various zoom levels, right up to the tactical map. You can zoom either by using the mouse wheel or the "page up" and "page down" keys on your keyboard. Using "m" will zoom the game out straight to the tactical map. Pressing "m" again, will zoom you back to the previous view.
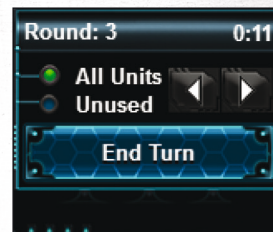
Spacebar: Display Unit Info

Pressing the spacebar at any time during the game will display all your units' life bars and actions. This function is very useful for getting a quick overview and not leaving actions unused. Use it often!

Cycling through Units

Use the arrows above the "End Turn" button, to cycle through all of your units, which have at least one action remaining.
Use the "Zzz" button to tell the game that you no longer wish to use a unit in this turn ("Sleep mode").

Key Commands

Space	View information about all your units, including remaining actions.
Esc	Close window/ Deselect selection/ Skip Cut scene/ Open Game Menu.
Tab	Select next active unit with actions remaining.
F5	Save game in the Quick-Save Slot.
F9	Load game from Quick-Save Slot.
S	Put unit into "Sleep mode" for remainder of the round.
M	Zoom out to strategic map. Pressing this again will return you to the previous zoom setting.
G	Turn Hex space grid on and off.
Alt	Display all units' range of fire.

Main Menu

The Main Menu takes you to all the key areas of the game (Singleplayer / Multiplayer, Campaign and Setup).

The large central area of the screen is taken up with your personal time-line. This contains various entries that can be selected:

• Continue Game: Continue playing the last saved game.
• Your Turn: When you are playing a multiplayer match, this will appear in the timeline when it is your go.
• Message: This will appear in the timeline, when you receive a message from another player. You can also write your own messages here.
• News: Announcements from us to you (for instance if new game content becomes available or the server needs to be serviced).

Game Modes

Campaign

The game has two campaigns. The Invaders' campaign "A New War" and the Residents' campaign " A New World". The campaigns are consecutive and share an overarching story. Hence the first campaign must be completed before the second one can be started.

Single Player Missions

If you want to continue enjoying more single player adventures after completing the campaigns, you can tackle our Challenge Maps. Besides the official KING Art Missions, there are also missions created by other players.
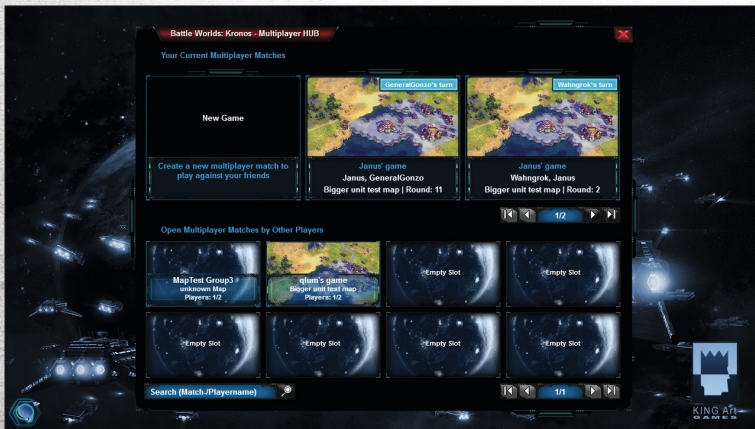
Multiplayer

"Hotseat" mode allows you to play against a friend on a single computer. For all other multiplayer modes - Leagues, Achievements, Tournaments etc - you will need to be online and logged in (see below).

Battle Worlds Online

You will need to register for free on the Battle Worlds: Kronos server if you want to play against other gamers (apart from "Hotseat" mode). After that you will be able to use the various online features.

Asynchronous Multiplayer

You can play against other gamers from all over the world. Take your turn, whenever you have time. Once you have finished a turn, your opponent will receive a message and will be able to take their turn whenever they have time. If you are impatient, you can of course watch "live", what your opponent is doing.

Play wherever you like

You can continue playing a multiplayer match on any computer with Battle Worlds: Kronos installed. Just log in using your name and play. This does not only apply to versions installed on PC, Mac and Linux, but also to the browser versions that can be played via www.battle-worlds.com.

Leagues

You will not just receive "Achievements" when you play online. You will also be able to enter one of the Leagues and see how you measure up against other players.

Tutorial & Help

The first mission in the first campaign serves as a tutorial. You'll get a step by step explanation of how to play the game. You will also find the same explanations and more, in the Game Help (top right on the game screen).

Action Points

Each unit in the game has action points at their disposal, which are activated at the beginning of a round. As soon as a unit completes an action, the corresponding action point is deactivated.

	Move:	Is used up when you move a unit
	Attack:	Is used up when you attack. (Defense/counter-attack do not use up any points)
	Joker:	Can be used to "Move" or "Attack", as well as for units' Special Actions (for instance deploying or dismounting artillery, or laying mines)

The action points are replenished once a round has been completed.

Moving Units

Click on the unit to see its range of movement. The unit's range depends on its type and on the terrain it is crossing.

There are 6 types of terrain in the game:

	Easy terrain (e.g. streets, concrete)
	Normal terrain (e.g. grass, plain ground)
	Difficult terrain (e.g. snow, swamp)
	Forest (accessible for infantry and aerial units only)
	Water (accessible for naval and aerial units only)
	Mountains (accessible for aerial units only)

Larger vessels (aircraft carrier, transport ship, submarine, etc.) can only navigate deep water. Hovercrafts can only come ashore on beaches. Units cannot move into the Fog of War.

Combat: Range

Many units have an attack range of one hex space, i.e. they can only attack enemies on adjacent spaces. There are ranged units that can attack across several spaces, though. Some of these ranged units have a minimum range (i.e. units have to be at least x spaces apart to be able to attack).

To find out the range of your unit hover your cursor over the unit. The attack range of the unit is shown via the colored spaces.

Strategic Hint: Attack close-combat units with ranged units, or attack ranged units (with a minimum range) with close combat units. They will be unable to defend themselves.

Combat: Jamming

You get a "Jam Bonus" for each of your units that occupy a space next to the attacked unit. This increases the damage you cause..

Strategic Hint: Move more than one of your units next to the enemy before you attack. You get a "Jam Bonus" for each of your units and cause more damage.

Combat: Counterattack

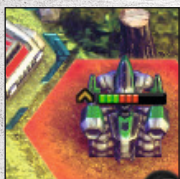Every unit that has been attacked will fight back with a counter-attack if the enemy is in range. But it can only use the counter-attack as many times as it could use a normal attack (usually only once).

Strategic Hint: When attacking an enemy unit, start with a strong unit that will take less damage from any counter-attack. After that the enemy probably won't be able to defend itself against your other, more vulnerable units.

Combat: Damage

There are 6 armor classes in the game. Each type of unit deals a specific amount of damage when attacking each type of armor. The damage a unit deals can be increased either by upgrading, or by placing your own units next to the enemy (Pincer Bonus); it can be decreased by upgrades of the enemy units and by the terrain (fortification).

Damaged units deal less damage than undamaged ones: A unit that has been damaged by 50% can only cause 50% damage!

Battle Worlds: Kronos has the following armor types:

Unarmored
(Infantery)

Light Armor
(fast and light vehicles, e.g. Bandit and Hunter)

Medium Armor
(medium weight units such as Medusa or Priest)

Heavy Armor
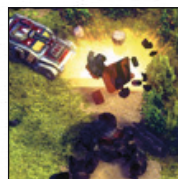(heavy units, e.g. Cerberus, Praetorian)

Naval Armor

Aerial Armor

Strategic hint: When you attack and damage an enemy unit, its counter-attack is immediately weakened. That means "attack first – ask questions later" is usually the best strategy.

Hit Points & Wrecks

Each unit has a certain amount of "hit points" (HP). Generally speaking, the larger and heavier the unit, the more hit points it has. When the number of hit points drops to "O", the unit is destroyed. Hit points are displayed in the form of 10 segments on the life bar above the unit..

Many destroyed units leave wreckage behind. Most types of units will not be able to pass by the wrecks as long as they are burning. Some Resident units can repair themselves with the aid of wrecks.

Repairing Units

You can repair damaged units using one of the following methods:

• On the map, drag them towards spaces that contain repair chests
• lepair them inside a depot, factory, harbor and so on
  (requires resources)
• Move a repair unit next to the damaged unit and repair it (needs one
  "Repair Action" and uses resources)
• When advancing a level, units can be healed/repaired by 50 Hit Points
  (up to max. 100%)
• Resident vehicles can repair themselves using wreckage of destroyed
  enemies

Units do not lose experience points or upgrades when you repair them. That's why it makes sense to repair a unit instead of getting a new one, even though it costs the same.

Capturing a Building

Infantry units can capture enemy buildings. Move them to a space next to the building and have them "attack the building". Small buildings need to be attacked once, regular size buildings twice, and HQ three times before you can take-over the building (Hover your mouse over the building to see the necessary number of attacks).

A "Technician" can capture any type of building with a single attack.

Buildings cannot be destroyed.

Gun turrets and anti-aircraft turrets are units, not buildings. You cannot capture them, but you can destroy them.

> **!** **Strategic Hint:** To speed things up, you can use several different infantry units to attempt a joint attack on a building and capture it faster..

Level Ups & Upgrades

Units gain experience by their (active or passive) participation in combat. As soon as a unit has gained a certain amount of experience, it gets upgraded to a "Veteran" unit, and eventually to an "Elite" unit.

With each level-up you can choose between two upgrades to improve the unit. Select the unit, click the "Assign Upgrade" button below the unit's image on the right-hand side and then select the desired upgrade.

Alternatively you can heal the unit. Healing helps a lot in the near term… but in the long run the unit will never be able to tap its full potential!

> **!** **Strategic Hint:** An upgrade will improve your unit immediately, so don't wait too long before you assign it. The "healing" option can be "saved up" for hard times…

List of all Upgrades

Improved firepower (Damage caused +25%)
The unit causes 25% more damage when attacking opposing units.

Improved armor (Damage sustained -33%)
The unit sustains 33% less damage when it is attacked.

Improved engine (Movement range +33%)
The unit's movement range is increased by 33%.

Improved visual range (33% more range of vision)
The unit's vision is improved by 33%..

Counterattack (Unlimited counterattacks per round)
During an attack a unit can normally defend itself the number of times it could attack. This upgrade enables a unit to defend itself each time it is attacked.

Blitz (Unit fires first, when it is attacked)
When it is attacked, the unit fires first, before the (already weakened) opponent can deal damage to it.

Surprise attack (Free attack when being revealed)
When the unit is revealed it can attack the opponent during his turn, while the opponent's unit can't fight back.

Medipack (Regeneration of 10% HP per round)
A human unit automatically heals itself by 10% at the end of each round.

Footslog (Movement range + 50%)
A human unit's range of movement is increased by 50%.

Bloodlust (Joker action instead of movement action)
A move action of the unit is permanently changed to a joker action. This enables it to attack an additional time in a round (if it doesn't move).

Minelayer (Can deploy mines)
The unit can carry at least one mine and deploy it on an adjacent field. Minelayers can not automatically defuse mines.

Surface-to-air missile (Can attack aerial units)
Ground units that are equipped with surface-to-air missiles can attack aerial units.

Improved reparation/healing (Reparation/Healing +50%)
The unit's ability to heal/repair a unit on an adjacent field is improved by 50%.

Breach (Unit ignores jamming constraint)
The unit can move without being jammed by opposing units

Squash (Unit can drive over fields with wrecks)
The unit can drive over fields that are occupied by burning wrecks.

Improved target acquisition (One field more range of fire)
The unit can attack from one field more distance than before.

Propelling charge (Two more fields maximum and minimum range of fire)
The unit's maximum attack range is increased by two fields, but at the same time the minimum attack range is also increased by two fields.zwei Felder vergrößert.

Aircraft

Aircraft are stationed at airports or on aircraft carriers, can start from there and move over the map very quickly. They can move over any kind of terrain (including mountains), as well as over any enemy unit, without any delay.

The disadvantage of aircraft is their limited air time. They use fuel for each turn they stay in the air. When their fuel is used up they crash. You should take care that your aircraft are back at an airport or on the aircraft carrier before they run out of fuel. There they can be refueled to be ready for action once again.

Mines

Some units, e.g. the X-100 Infantry Bot or the Residents' Technician, can deploy and transport mines. To deploy a mine, click on the corresponding button below the unit's image on the right-hand side or click on a selected unit a second time. After that you can deploy the mine on a free space adjacent to the unit.

Mines are invisible to the enemy as long as there is no enemy unit on an adjacent space. Passing by a mine will not expose it. You can attack an exposed mine and destroy it. A Technician can defuse a mine and collect it (to deploy it later).

If an enemy unit moves over a mine, the mine will explode and cause significant damage. The movement of the unit is stopped. But units can move over their own teams' mines without suffering damage.

! Strategic Hint: There's an upgrade available for the Explorer, that will allow it to discover mines that are up to two spaces away.

Transport Units

There are different types of transport units for land (M.U.L.E.), water (Poseidon), and air (Sting) and we have a hovercraft, too (Alligator). The number of units a transport unit can carry, varies depending on its type. Some can only carry certain types (e.g. the hovercraft can't carry heavy units and the helicopter can only carry infantry).

To transport a unit, move it onto the transport unit.

To unload a unit, click the selected unit for a second time. This will open a window showing all units that are being transported. Alternately you can select one of the unit symbols below the transporter picture on the right side of the screen.

Unloaded units cannot perform further actions in this round.

! Strategic Hint: Destroying a transport unit will also destroy all the units that it transports… which make well-stocked transport units an interesting target!

Factories & Resources

You can build Invaders units in light and heavy factories, and in harbors and airports; Resident units can be built in barracks and workshops.

Click on a production building to see the units that can be built or repaired inside it. It takes one round to build a unit and costs a certain amount of resources.

Factories' resources are limited, but you can add a certain amount of resources during each round. Additionally, resources from other production buildings, depots, or from the map can be loaded into a transport unit and moved to the factory.

Ammunition

Many units in the game can fight indefinitely without using up ammo. Some units, e.g. Priest Artillery or Medusa EMP units, can only fight when they have ammo.

You can restock your ammunition in depots, factories, HQs and so on, but only if they store ammunition. Or you can move your units towards ammo chests on the map, which will restock your ammo by up to 5 rounds (but never exceed the maximum).

Special Actions & Modes

You need to "deploy" artillery before it can be used in combat. This will use up the artillery's Joker action. That means artillery can never fight in the round in which it was deployed, but only in the next one.

To deploy or dismount artillery, either click the matching button below the image of the unit on the right-hand side, or right-clicking the selected unit.

A sniper can switch to stealth mode, a submarine to silent running. In this state the units are slower – but in return they are camouflaged.

Camouflage

Some types of units are able to camouflage themselves (e.g. Sniper, Hacker or Resident Infantry). To activate camouflage, click the corresponding button below the unit's image on the right-hand side, or right-click on a selected unit.

Camouflaged units are invisible to the enemy, as long as no enemy units are located on an adjacent space. Camouflaged units become visible as soon as they attack or move (after that they need to be camouflaged again). Only the Sniper can move with camouflage and it will camouflage automatically after every battle.

Mines are always camouflaged until they are discovered. After that, they cannot be camouflaged again.

Strategic Hint: It's not enough to pass by a camouflaged unit; you need to stop beside it. The Explorer is the only unit able to discover camouflaged units and mines up to two spaces away.

Self-Repairing Residents´ Units

Residents vehicles are weaker than those of the Invaders, but they have a big advantage: They can repair themselves with destroyed enemy wrecks.

Move your damaged Residents' unit over the enemy unit's wreck to regain hit points. Notice how the wreck vanishes and doesn't block the space anymore!

The War of Succession

Whenever an Emperor of Kronos dies, the mightiest houses of the planet wage a merciless war to establish who will be the successor. The faction that manages to simultaneously light a fire in all twelve holy temples, may name the successor and determine the world's destiny.

In the last War of Succession, the House of Telit deployed atomic weapons for the first time and these nearly destroyed the whole planet. Everyone able to afford it (which included the new Emperor), fled to the neighboring planet of Rhea.

Now, 200 years later, despite all life-prolonging measures, the Emperor has passed away and an armada of battleships is approaching Kronos, ready to wage the next – and maybe final – war of succession.

The House / Factions

After the almost complete destruction of the Planet of Kronos, the military, government and all that could afford it, have retreated to the neighboring planet of Rhea. Now the factions have returned, in order to determine their new leader via the traditional war of succession on Kronos.

The three invading factions have the same units at their disposal – the weapons industry will sell to anyone able to pay. Each faction also brings a special unit into battle, which only they are able to deploy.

The House of Telit

The House of Telit provided the last Emperor. It fields by far the largest army and enters the race as clear favorite. The members of the house have become arrogant, overbearing and decadent during their two hundred year rule. They wish to secure their place as winner of the war of succession, despite widespread laziness and incompetence.
In order to achieve this as many potential opponents as possible have been eliminated and war planning has been handed over to clever strategists outside of the House – in return for a handsome remuneration package of course.

Special Unit: Medusa

The Telit's special unit is the "Medusa": a Bigfoot with an EMP Canon. An EMP hit only inflicts light damage on opponent's units, but will disable all mechanical units for a round.

Lord Fletcher

The great-grandson of the last Emperor is the first-in-line to the throne, after his grandfather and father both lost their lives in tragic accidents. He is unmarried and has no children.

Yerla Inc.

Yerla Inc. is the biggest private company on Rhea. The Yerla, as the top managers of the company call themselves, are brilliant thinkers and remorseless strategists. They control the whole of the Information, Communication and Computer industries. However, their tendency towards stimulants, drugs and paranoid conspiracy theories make them unreliable partners. They haverelatively large fighting forces at their disposal, which they have bought with a lot of money

The Order of the Lumati

The Lumati are Rhea's religious leaders. They are a very small, but mighty faction, who are masters of intrigue and espionage. They have their people in all the large houses and know how to play the mighty houses off against each other. In principle their fighting forces are hopelessly inferior to those of the Yerla and Telit. The brilliant strategists of the Lumati, however, are always capable of springing surprises....

Special Unit: Hacker

The Yerla's Special Unit is the "Hacker". This spider-like unit can camouflage itself and take over enemy mechanical units. Units that have been taken over will actually fight on behalf of their enemy for one round.

Terry Felipo

As Yerla Inc.'s CEO he heads up a pan-global conglomerate of companies. The stress of all this can only be withstood with the use of electronic implants and by constantly imbibing chemical substances.

Special Unit: Meteor

The Meteor units are feared flying bombs. They plunge down onto their enemy wreaking devastating damage. They can be controlled remotely, but the Lumati prefer to rely on volunteer pilots.

Master Sloan

Little is known about the leader of the secretive Lumati. His advice is highly valued by all houses, as each is convinced that only they have the Master's loyalty. Those close to him... do not exist.

The Residents

After Kronos was almost completely destroyed during the last war of succession, all those with sufficient money or influence fled to the neighboring planet of Rhea. Those left behind died from radiation or hunger caused by the atomic winter. The few that survived banded together in a new group calling themselves "The Residents". The Residents are technologically not as advanced as the Invaders. They have forsworn the never-ending fight for power and hope that the war of succession will pass them by without leaving much of a mark. A wish that will not be granted....

Residents - Self-repair

The Resident's vehicles are weaker than those of the Invaders. They, however, possess a crucial advantage: they can repair themselves on destroyed enemy wreckage.

Just move the Scorpion or Sting onto the destroyed enemy wreckage, in order to replenish their hit points. Heads up: Doing this will make the wreck disappear, thus unblocking the space!
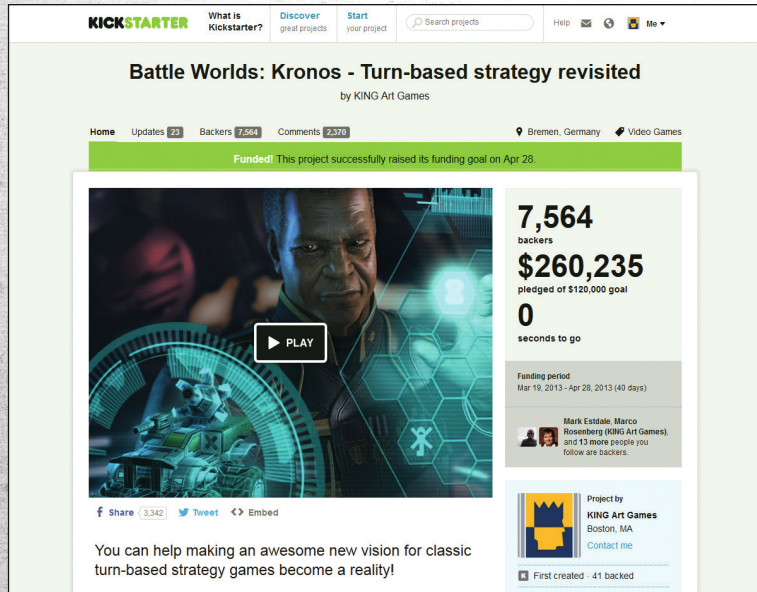
Residents - Camouflaged Infantry

The Residents Infantry know Kronos like their back pocket. They are therefore very skilled at hiding from their opponents. Camouflaged units will only be discovered if an opponent stops on a neighboring space. No wonder that ambushes are the Resident's favorite tactic.

On some maps you will find houses of the Residents. If you play on the Residents' side and approach one of these houses, the inhabitants may sometimes join your army.

Thank you! Danke! Merci!

The previous six years had been spent unsuccessfully trying to turn Battle Worlds: Kronos into reality. We were not able to find a publisher willing to finance the project: "No-one wants turn based strategy games" is the refrain we constantly heard.

Thousands of supporters have proven otherwise.

We asked you gamers to finance a portion of the development costs via the crowdfunding platform Kickstarter and we received more than we had ever dared hope for. Not only more money (more than double the original goal), but also more encouragement, more support and more enthusiasm. And not only from gamers, but also from the press and colleagues from the development community. A fantastic experience.

We have since made it our mission to support other developers and the idea of crowd funding. We try to draw attention to interesting projects and have joined the "Kicking it forward" initiative of Brian Fargo.

That means that 5% of Battle Worlds: Kronos profits will be channeled back into the Kickstarter community, to help make other people's dreams come true.

If we credited all the thousands of backers, deserving of our thanks in this manual, it would run to 200 pages. We would still like to thank every single one of them. You have done a good deed – do it again.

Thanks also go to all the hard-working members of the community, who have tested maps for us and given us feedback – you have made the game better!

Thank you to all the development community who have supported us.

And last but not least: Thank you to our team. You waited six years and then achieved more in a short period of time than could be hoped for. Be very proud!

Marc & Jan
Boss-Monsters

CREDITS

Game Director
Jan Theysen

Executive Producer
Marc König

Producer
Thorben Offermann

Lead Programers
Philipp Kolhoff
Thomas Jahn

Programers
Florian Feith
Max Knoblich
Lukas Höppner
Lars Peterke
Benjamin Kuhr
Andreas Bergmeier
Arne von Öhsen

Art Director & UI Designer
Alex Conde

Art Directors & 3D Content Creators
Creature Factory (Jörg Reuß, Thorsten Brockmann)

3D Artists
Matthias Rigling
Sebastian Rigling
Manuel Mayer
Wilfried Gruber
Sarah Kassem

Motion Capturing
Tom Degener
Thomas Paul
Marco Rosenberg
Marina Dmitrieva
Jan Theysen

Animators
Marina Dmitrieva
Thomas Paul

Concept Art
Lea Fröhlich

Level Designers
Timo Gellers
Dirk Theysen
Thorben Offermann
Jan Theysen
Andreas Suika
Jan Miller

Composer
Benny Oschmann

Sound Designer
BaaR Music (Tilo Alpermann, Clemens Brix)
Marco Rosenberg

Writers
Jan Theysen
Marco Rosenberg

CRIMSON COW

Managing Director
Karsten Otto

Head of Marketing & PR
André Hütten

Producer
Georg Hach

Junior PR-Manager
Michael Hallbauer

Junior Product Manager
Friederike Köpke

English Voice Recordings
OMUK London Studios

Localization
toneworx GmbH

Localization Manager
Marco Rosenberg

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All testers
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Kickstarter.com
Unity3D
Lars Schmeink
Henrik Strandberg
Klaas Kersting
Klaus Schmitt
Steven Glick
Felix Lethmate
"M"

During the development of Battle Worlds: Kronos the following software was used:

Unity3D: http://unity3d.com
Lightbeams: http://u3d.as/content/stu-assets/volumetric-light-beam-kit/3Of
Protobuffer: https://code.google.com/p/protobuf-net/
Catlike Coding: http://catlikecoding.com/unity/products/text-box
A Fast CVS Reader: http://www.codeproject.com/Articles/9258/A-Fast-CSV-Reader
Prefablab: http://www.paladinstudios.com/prefablab
Pixelpracht: http://pixelpracht.net
Steamwrapper: https://www.assetstore.unity3d.com/#/content/2211

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