Greetings and welcome to Terra!

When you first log into Terra, an automated trainer named TARN will teach you the most basic game operations. It is important to remember what he teaches you, but there is so much more you need to learn to become a successful warrior in this complex online world. This guide was put together by the chief DrillInstructor SamsonDI to inform you on all aspects of the game, including vehicle information, building operations, battle strategies, game commands, and much more.

I.   DI's and Ventrilo

Most of the more experienced players in game will be willing to answer questions and assist you, but players with the DI following their name in the DrillInstructors clan are specifically designated to assist new players and are allied to the beginner clans Amok and Desertrats. You may join a voice communication server with a DrillInstructor if you have a microphone and the Ventrilo client by first making a user name on the ventrilo program and then click here to join the server. If you ask a DI to join this server with you, it will be much easier for him to help since you can talk while you play instead of having to stop and type.

If you have a microphone, you can download ventrilo at http://www.ventrilo.com/download.php

Ventrilo is *usually* necessary to get into one of the main clans in terra, and also makes the game more fun and battles easier to conduct. It is not necessary by any means, however.

II.   Keyboard Configuration

The first, most important thing to do after you complete training is to configure your keyboard so that you may move and switch weapons using your keyboard instead of having to use your mouse. YOU WILL NEVER BE SUCCESSFUL IN TERRA if you use the mouse to change weapons and don't use HULL ROTATION (described below).

If you have a full keyboard, try setting these keys by hitting F1 in game and clicking on configure keyboard at the bottom left (This is the exact configuration that I use): (set the zoom in to 150% if you are having trouble reading the red type)

If you do not have a full keyboard or prefer to use a joystick, the most important things to have set when you are getting started are TOGGLE HSM/LDM, SELECT DUP, ZOOM IN, and HULL FACE FORWARD, LEFT, RIGHT. (Keys between number-pad and letter keys above)

Once you have your keyboard configured, your mouse is free to use to look around, laze, and set PATH (holding shift and right clicking: autopilot). Most of the experienced terran warriors play full screen so they can see more. You should try this as well (- button on above configuration) so you get used to your configuration and won't be at a disadvantage.

III.   Game commands:

@l lists your clan-mates and allies logged in; @l all lists everyone in game
@s lists your clan assets   @s me lists your stats
@s warrior-name lists a player's stats if you replace warrior-name with the player's name
@s clan-name lists other clan's assets of you replace clan-name with a specific clan name
@d deposits the money in your tank into the fort you are near (have to be inside circle)
@w money-amount takes money out of the fort into your tank (inside of circle)
@e evacuates you to nearest fort; you can also type @e specific-fort-name
@e money-amount fort-name lets you take money from tank to fort or from fort to fort
@o asset-name is how you observe a fort, in case it is incomplete or you don't want to evac
@t player-name message is how you send a private message
@p pages all allies to your channel; you can also page a specific person
@m shows the clan MOTD, which is a message you can check or set by typing @motd message
@dist shows the distance you are from nearest asset you have showing on map
@dist asset-name show the distance you are from a specific asset
To change channels (frequencies), hold Control and press the 3 numbers 100 is default

IV   Bootcamp, Dregs, and Clans

Once you complete training with TARN, you are taken to the boot camp area. The sole purpose of this area is to get used to fighting robot tanks and capturing forts. To capture a fort, you must destroy all 4 pylons by shooting the spinning yellow disc with machinegun (MACHG). You are automatically taken to Amok_Home or Desertrats_Home, where you will be forced to operate a rhino, but you may type @e Bootcamp in order to place yourself where you would like to go on map (FARP) and choose different vehicles. Once you think you are ready, you may then go to the dregs by typing @e dregs where players earn money and occasionally have small battles. Once you are at the dregs, it is in your best interest to get to know some of the players and decide which clan you would like to join, or you may make your own clan if you need some time. You will not be able to save money you earn at the dregs when you are in Amok or Desertrats, as these beginner clans have no building privileges. To pledge or make a clan, go to www.terracorps.com, log in, and then go to GAME FUNCTIONS.

Around the dregs, which is a neutral structure that all players can use like boot camp, there are 14 beachheads that you may capture. The four closest beachheads are Ex, Gane, Benton, and Nought. You earn L10000 for capturing these forts, which are defended by 6 rhinos and one bloodbat a piece. You can only farp a rhino, goat, buffalo, or shrike from boot camp, dregs, BC forts, and these 4 beachheads. Outside of these beachheads are others that contain L30000 upon capture. They are defended by 3 rhinos, 2 goats, and 2 bloodbats a piece, and you can farp extra vehicles from these. You may farp a barracuda, bloodbat, phoenix, scarab, armadillo, and rocket goat from these beachheads and from assets that are built in the outlands (forts and mobilebases).

V   Radar Map, Lazing, and IFF

The radar map is a very important tool to understand and utilize. Red dots represent foe vehicles, and blue dots represent friendly vehicles. If you turn on your IFF, you can see friends that do not have their IFF on up to 2 km away, and foes that that do not have their IFF on up to 500 meters away. If a foe or friend has their IFF on, you will be able to see them up to 2 km away, which is why you do NOT want to leave it on if you aren't presently engaged in a combat sequence. Flash it on if you hear missiles firing and you have friends online to see if it's them, and only leave it on when you are being circled closely by a shrike/goat or if there is an enemy rhino very close by shooting at you.

When you laze something, it shows up on the map as a box that flashes on then goes off after a second. Turning on your IFF also shows this flash, and this too can be detected from a long distance away. If you hear "I believe we are being lazed," that means something/someone sees you and your position was given away to all units close enough to see you flash on the radar.

You will notice that if you laze something or just right click, a number appears. This is the distance in meters you are away from the point you clicked on.

VI   Basic Vehicles and Advanced Battle Strategies

Learn to operate rhinos and/or goats first. They are the most important core vehicles.

-If you can see a target and have HSM lock (green box), fire 3 missiles, switch to LDM (lock by right clicking, yellow triangle) fire 3 more, switch to DUP and fire these for about 5 seconds, and repeat, doing each as FAST as you can. Don't stop moving, and use hull rotation when you pass a rhino so you don't take damage in your rear.

-If you see a target but don't have HSM lock because it is too far or driving perpendicular to the direction you are traveling, shoot LDM's first then HSM's as it turns towards you.
-When you are close, just use DUPs, as missiles only do damage if you are at least 100 meters away. If you don't have HSM lock and/or can't get lock by right clicking on a target with LDM's, you are too close.
-If you don't see target but DO have HSM lock, make sure it is moving first and flash your IFF to make sure its not a friend unit.

If you are having trouble because you get mauled by 4+ bots at a time, try farping (placing yourself on the map) farther away and driving with HSM selected. Once you have a lock (green box) as far away as possible, STOP and fire missiles, making the tanks come to you a few at a time. If fighting 2 or more at the same time it is important to keep moving and using hull rotation so different sides of your tank take damage. Your front takes most damage, then sides, and your rear is pretty weak. Also make sure you are supping at regular intervals to get more armor and ammo.

If you see a Shrike (helicopter) while driving a rhino, use LDM to lock onto them and then use machgun while ldms are reloading. It is in your best interest to have a key set for machgun so you can switch to it quickly. Your chances of surviving are usually greater if you throw it in reverse as well if it is coming after you. IF you see a shrike when you are in a goat, I would recommend running like hell. Or evacuating and switching to a rhino so you can pick it off.

Goat: MAG is a magnetic mine that drills into the hull of a vehicle and blows up after 25 seconds, only if you are still alive when its time for it to blow. If you get magged and kill the goat that magged you, you will not blow up. Use MAG on rhinos (only need one), if you run out, circle around them using hull rotation and only fire HSM if you are facing its rear. 6 HSM's to the rear of the rhino bots should take it out. Some rhinos don't move (the ones other warriors evac out of, you can tell the difference because you can see the white rockets on either side of the turrent), and these are the only ones that PEL (timed mines) are good for. The robot rhinos will automatically drive away from pels. MAG's aim the same way DUP's do, but are only effective at 300 meters and closer.

Rhinos and other goats can only get HSM lock on goats if the goats are going very slow or are driving straight at or away from them. After magging a rhino, try to get out of sight so they cannot get LDM lock, but it is more important to not drive straight away from them or they will just put 3 HSMs in your rear. Try to circle around them until you get a smoking wreck or hill in between you. The proper techniques to MAG a rhino is to mag, then turn and face the rhino, then hit hull face right or left, depending on which is better terrain-wise. Keep facing the direction of the rhino so you circle around him. You only have to worry about this with warriors though, as bots only shoot DUPs and MAGs.

When you guys move on using goats, use hull rotation LOTS to turn and move about to dodge DUPs that robot rhinos shoot at you. It's kinda tricky to get used to but essential to be a decent goater, which is important. A little wiggle (change of direction back and forth) is all it takes for a DUP that would normally hit to miss. You can also dodge DUPs in a rhino, but only if you are driving full speed and the DUP is fired from a fairly long distance away.

VII Building Procedures:

Use a Scarab if you are going to set off to build something. Type @w 50000 while within the ring of a fort with enough money, and dump all of your ammo so you can drive farther.

After typing these following commands, click on the terrain where you would like to place, then type @build (whatever name you want). If you choose to not name it or forget, it will be assigned a serial number for a name.

You cannot build a structure within 6 km of another structure. Also you have to be at least 25 km from anything owned by OP4. So if you can't build "because of a nearby structure" you either found another enemy asset or are too close to goat_berserker, berserker, bootcamp, gauntlet, waterworks, or dregs.

@survey is how you build a fort (you need L25000 to start one)
@power is how you set a power plant (necessary for a fort, L25000, set on or slightly within the outer dotted ring around the fort)
@base is how you build a mobilebase (L25000)
@radar is how you build a radar, which shows enemy assets within its radius upon completion.

@fuel is how you build a fuel dump (in case you run out of fuel when driving to build)
@ammo is how you build an ammo dump (supping one gives you full ammo and armor), used mostly when attacking other forts.

To take money to an incomplete base so it finishes, type @o moneyamount fortname then @d once you get there and are hovering near it

You need about L400000 for a fort and L150000 for a mobilebase

Defenses: after typing command click on map where you want it to go then @b

@t lets you set a thug turrent (need L1000)
@r lets you set a rep (force field pylon) (need L200)
You can build 16 defenses at a MB and 20 at a fort. You can also put out 7 robots at forts, Armadillos and a couple Bloodbats are best.

Look out for volcanoes