

1. Installation
Simply copy gp32war2.fxe and the gp32war2 folder in the GPMM directory of your SMC.

2. Menu, maps and options
In the menus, push Right/Left to change, A to confirm and B to cancel.
On the 'Configure players' menu, you have to choose which player will be controlled by the CPU (C) or by the player (H), change with A and confirm with Start.



3. Rules and commands
In the game's menus, confirm with A and cancel with B.
In the game, you can change the music with R.

If you push B on one on the map, you will have a windows showing informations about the unit/building/ground you are pointing on.



A on a factory/shipyard/airport you own will let you buy new units :



A on one of yours units will let you choose the action to do :



You can choose between different actions depending on your unit :

- Fire
- Move
- Load/Unload another unit

For those 3 actions, tiles you can selct will be blended.

- Capture the building where the unit is



After you make your unit do something, your unit will change :


- mean that your unit has already move this turn


x mean the your unit has already attacked this turn

o mean that your unit transport another unit

4. MP3 Player

Gp32War 2 is the first Gp32 game with a built in MP3 player, it (theorically) can read all 44 khz MP3, you can put them in gp:\gpmm\gp32war2\mp3\ , but I recomend you to reencode your MP3s to 96 kbps. If you need to reencode them, use the Lame encoder, include in the archive.

Example of how to reencode your MP3s with Lame under the Windows Command Line :

lame.exe --mp3input -m m -q 1 --strictly-enforce-iso -b 96 --resample 44.1 input.mp3 output.mp3

5. Credits

Gfxs by Hooka

Splashscreen by Antiriad

Musics by C-RuM

Code by aquafish

Maps by Endor, Splinter, Tekt5, JLB, EvilDragon, Hooka and aquafish

Translations by EvilDragon (German) and Shadow_Mx (Spanish)

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