

ToS: WS Turn System Quick Guide

Handling of the Titan Action Menus

The way the move and attack menus are designed in ToS:WS has one important intention:

It helps you give only necessary and useful commands to your Titan.

A Titan can perform exactly one move action and one attack action at a time. Any action like an attack or a move is consuming a certain amount of time, which we call "game seconds". The main idea in this case is to stop the display of the menus until it's useful to give a new command to your Titan. This should enhance the game play by prompting the player with the menu only when the last action is done (move or attack) or when a really important change of the situation has occurred.

Let's look at a common game situation, for example the first game second when you have to give your first commands to your Titan. Usually you'll be prompted first with the move menu. At this time in the beginning of the battle you'd like to move your Titan to a better location.

Move Mode

To move your Titan, let's say to the next hex in your current direction, you give the move command "RUN". After you've clicked the "RUN" button you'll be prompted with the move menu again as soon as your Titan has ended this move. If a move into the next hex would take 15 game seconds, you'll be prompted with the menu exactly 15 seconds after you've given the move order. There is no sense in prompting you again with the move menu in second 2 or 5 or any other, because you've already made your move decision. Worse, if you use the call move button your current move would be spoiled.

NOTE: use the "CALL-ATTACK" and the "CALL-MOVE" buttons very carefully! Normally you are automatically prompted whenever your current move or attack action is completed. Using the "CALL-ATTACK" button in the move menu (because you have the feeling that the last attack command takes too much game time) directly cancels the current attack action. If you are not sure what kind of attack or move your Titan is currently performing, use the info button that is available in both menus. Check the Titan's current action in the 1st page of the information window.

If you've reached a good firing position that you want to hold for a long time and you don't need the move menu anymore, just proceed as follows: click on "WAIT" and then "WAIT-ON-CALL". This disables the move menu until you reactivate it from the attack mode (or after a very long time in game seconds has passed). In attack mode you can click on "CALL-MOVE". This will immediately reactivate the move mode and you'll be prompted with the move menu. But be cautious when using "CALL-MOVE", because it spoils the current move order. There is no problem if you gave the move order "WAIT-ON-CALL", but if the last move order was something like "WALK-FORWARD" or "RUN" you are going to break this move and all the game time the Titan has already been moving is lost. It won't leave its current hex and has to start a new move at the full cost of game seconds.

If you're not sure when to leave the current firing position (the hex you're standing in) you have the opportunity to disable the move mode for a certain time. It'll be prompted again automatically if the game seconds you wanted to wait have passed. To do this, click on "WAIT", "WAIT-ON-TIME" and then define (in the "WAIT-ON-TIME" menu) how many game seconds should pass until you want to give a new move order. A good alternative is to shut off the move mode until the enemy you are firing on has made a move action. Do this by clicking on "WAIT", "WAIT-ON-UNIT->LOCKED-FOE". If you want to wait for the move of any other enemy, click on "WAIT-ON-UNIT->SINGLE-FOE" and then click on the name of the enemy you want to wait for.

Another situation may be the following:

You've jumped on top of a big hill with your Titan. A look at the map tells you that there's a much better position on the hill a few hexes in your direction. You can't reach this hill by walking or running because you haven't got the right "max climb rate" to leave your current position. The only chance to leave the hill you're standing on is by jumping, but you've already spent most of your jump time to reach this hill. So the only chance is to wait until your jump ports are fully recycled. As there is no other chance to leave your

position, it's not necessary to give any move order (maybe except a swivel or turn for a better firing angle). The recycle of the jump ports will take, let's say, 40 game seconds.

There's one clever way to disable the move menu until you are able to leave the hill. Click on "WAIT", "WAIT-ON-RECYCLE" and then "JUMP". This will tell the game system to wait with the move mode until your Titan has fully recycled the jump ports and is able to leave the hill position. Meanwhile, if something important happens so that you have to make a move like turn or swivel, you can always reactivate the move mode by clicking "CALL-MOVE" from your attack menu. In this case it wouldn't even spoil anything, because you've only been waiting for a recycle, and this can't be spoiled like a "WALK-FORWARD" or "RUN".

Attack Mode

The attack menu works in the same way. After you've given an order in your move mode you may be prompted with the attack mode (if an enemy Titan is spotted). As you don't have a target lock in the beginning of the game you can't attack in the first second. So what command may be useful at that time? Well, there are different choices:

If you've already spotted an enemy and he is in range of one or more of your weapons it'll be nice to lock him as a target. In this case you give the order "LOCK-TARGET". The locking will take a few game seconds to be completed. You'll be prompted with the attack menu again at the moment the locking is complete. Now it's time to click the "FIRE-WEAPON" button. This opens the attack window from which you'll be able to choose one of your weapons to fire at your locked target. After finishing the attack you close the attack window and you are prompted with the attack menu again. This time it makes sense to click on the wait menu and then on "WAIT-ON-RECYCLE" followed by "ANY-WEAPON". This means that you don't want to be prompted again with the attack menu until the next weapon has recycled and is ready again to be fired. This next weapon will be the weapon with the fastest recycle time.

In the course of a battle, if you don't have an enemy in sight you may want to disable the attack menu until one comes into your scan range. You click on "WAIT" and then "WAIT-ON-UNIT->NEW-FOE". With this procedure you tell the game system that you don't want to be bothered again with the attack menu until an enemy is detected. You will then only be prompted with the move menu, immediately if it doesn't have a move order, or as soon as the last move order be finished. It may take a lot of game time to spot an enemy (and you may have to move a lot before you actually spot an enemy). But if this happens, you'll immediately be prompted with the attack menu.

During the course of the game it may happen that your Titan gets very hot because of firing and/or damage to the heat dissipation system. All weapons are ready and you still got a lock on an enemy Titan, but you fear that the next shot will heat up the Titan from "heat-level-yellow" to "heat-level-red". So you decide to wait a little time until your Titan has reached a lower temperature to avoid shutdown. If there are no other actions useful during the cooling down you should proceed as follows: Click on "WAIT", "WAIT-ON-HEAT" and then on the specific heat level you want to reach. You won't be prompted again with the attack menu until the temperature has fallen just below the threshold of that heat level you're waiting for.

There are many more triggers for a "WAIT ON..." action, both in move and attack mode. Take a look at the manual. Clever use of these options can speed up the game, because everyone is only taking action when necessary.