



multiwinia  
survival of the flattest



About Multiwinia	4
-----	
Basic units	6
-----	
Game controls	8
-----	
Game mode descriptions	
- Domination	10
- King of the hill	11
- Capture the statue	12
- Blitzkrieg	13
- Rocket riot	14
- Assault	16
-----	
Optional game settings	18
-----	
Tips and tricks	20
-----	
Introversion story	22
-----	
Credits and thanks	24
-----	
System requirements	26
-----	
Support	26
-----	
Contact	26
-----	

## about multiwinia

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*"Long ago a computer scientist called Dr Sepulveda created a beautiful digital world existing entirely within a computer network of his own invention. This world was called Darwinia and it was inhabited by a peaceful, law-abiding digital life-form called the Darwinians.*

*As the years wore on however the Darwinians became ever more aggressive. They divided into factions, squabbling over Darwinia's limited natural resources.*

*Tribes began to roam the fractal voids hell bent on each other's destruction, drunk on power and unswerving in the pursuit of world supremacy.*

*Far and wide, they became known as the Multiwinians..."*

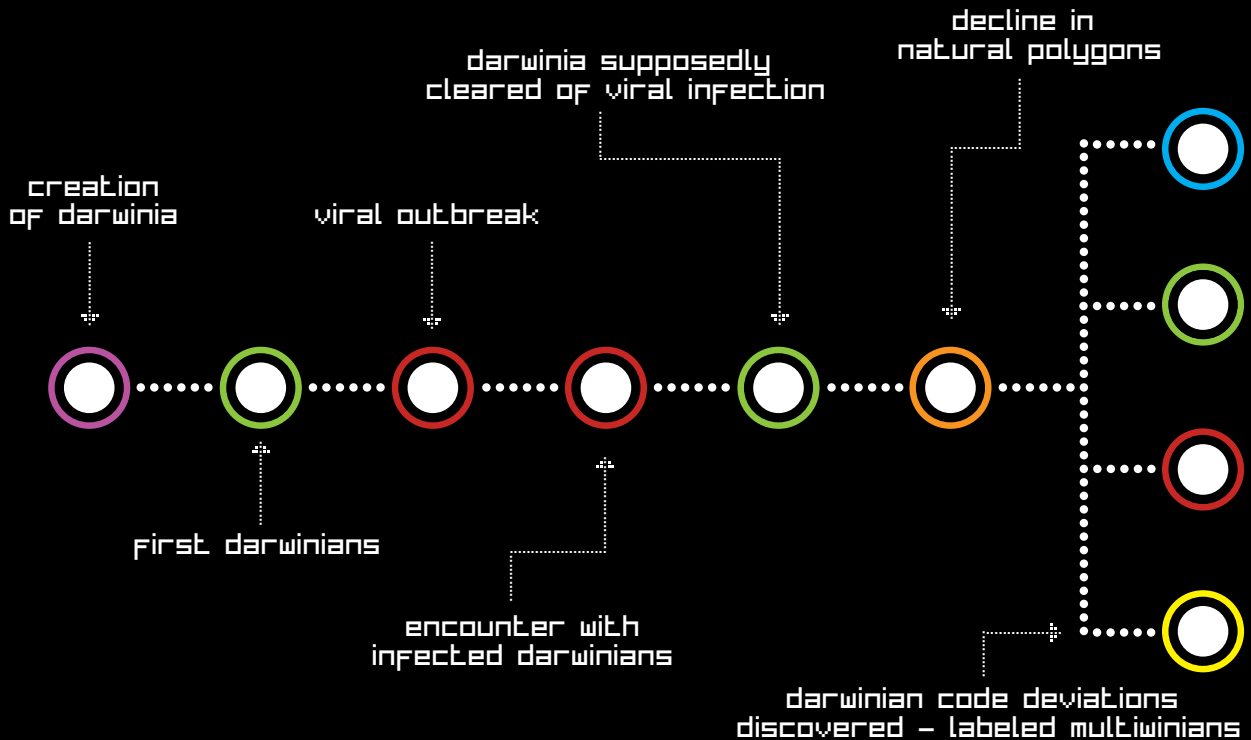
Welcome to Multiwinia: Survival of the Flattest – the ultimate retro-arcade multiplayer experience! Choose from a selection of six spectacular, action-packed

game modes, set in one of the most beautiful game environs you will ever set eyes on.

Challenge your opponent to a game of stick-man slaughter, and watch digital-war unfold, as your Multiwinian army struggles to complete a chosen task faster and better than your rival's.

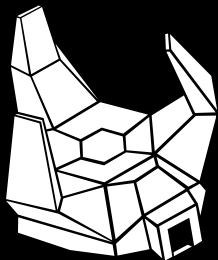
It's fast, it's furious, and only the flattest will survive!

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## basic units

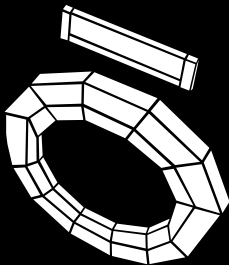
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### Spawn Points

Build your Multiwinian army by capturing the various spawn points dotted around the map in order to create new Multiwinians.

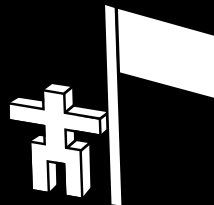
Spawn points can be won from your enemies. This can be done by killing their Multiwinians that are currently controlling the building, and then occupying them with your own. Spawn and conquer!



### Trunk Port

Trunk Ports are gateways to other parts of the Darwinian world.

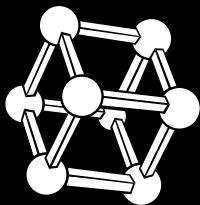
In some modes trunk ports are purely decorative. In others they can spawn Multiwinians at a regular rate to reinforce your army in Assault, Rocket Riot and Blitzkrieg.



### Officers

Elect one of your Multiwinians to role of officer by selecting him with the right mouse button.

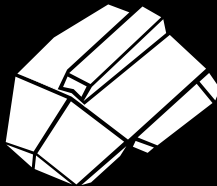
Officers can move your Multiwinians into formation mode to present a more formidable attacking force to the enemy. Officers can also order Multiwinians to move to a certain location.



### **Crate power-ups**

Capture the crates that randomly fall from the sky by surrounding the area with your Multiwinians in order to harness the special power-ups they contain!

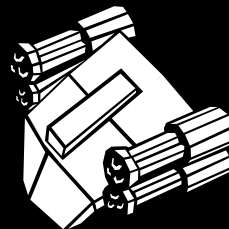
They could contain something useful to help you beat the enemy e.g. an Air Strike or Gun Turret. But be warned... they might also contain something unpredictably destructive...



### **Armour**

Use armour to transport up to 100 Multiwinians quickly and easily across the map. They are great for going across steep mountainous terrain with ease, and can go across water too!

Armours are vulnerable to attack and a severely damaged armour will start to flicker before being destroyed.



### **Gun Turrets**

Gun Turrets are stationary platforms that spit out a variety of deaths at the Multiwinians. They come in 3 flavours: Regular, Flame and Rocket.

While they vary in range and firing rate they are all a formidable force to be reckoned with.

## CONTROLS

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### Camera

Use the mouse pointer to change the direction you are looking at.

Move the camera by using the W,S,A,D keys. To move the camera up or down either scroll your mouse wheel or press the Q or E keys.

Zoom in by pressing either the middle mouse button or the Z key. Finally to speed up the camera hold SHIFT and press in any direction.

### Armour

Control click or right click on the ground to move the armour.

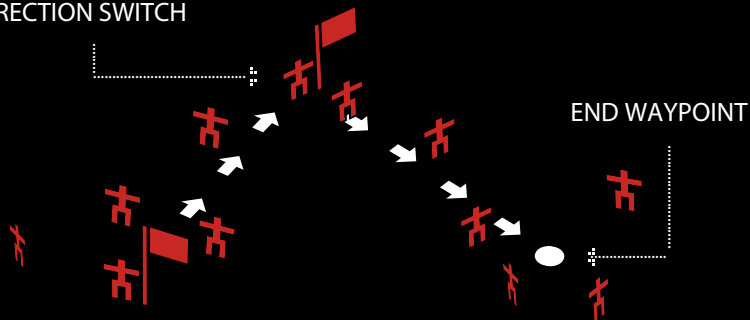
Control click or right click on an armour unit to toggle between loading and unloading Multiwinians.

Shift + control click or right click on the ground: move to location and automatically load or unload.

Space: deselect Armour.

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## DIRECTION SWITCH



### Officers

Create an officer by control clicking or right clicking on a Multiwinian. While selected the following options are available:

Control click or right click on the ground: set SEND waypoint for Multiwinians to follow.

Control click or right click on officer: set surround - ing Multiwinians into formation.

Space: deselect officer.

Shift + control click or right click on the ground: move the officer.

### Squads

Squads are deadly units, but only as long as you control them.

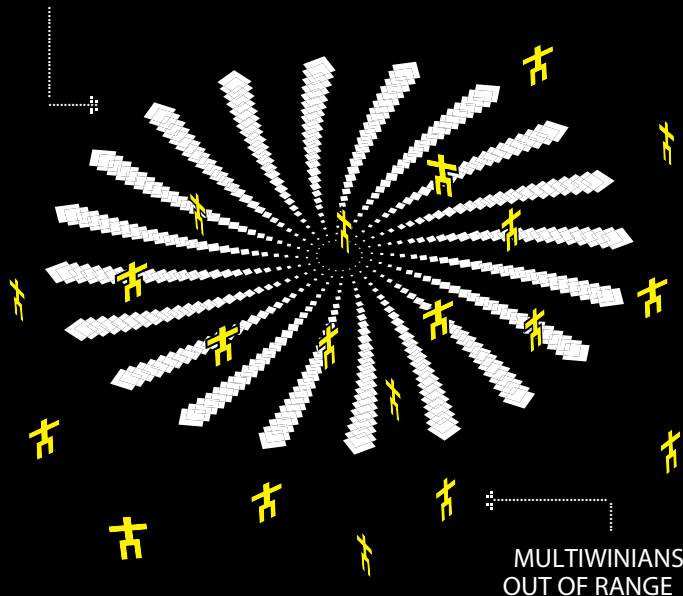
Clicking moves the squad.

Control click or right clicking fires lasers.

To throw a grenade, command click, or first hold the right mouse button in and left click.



## QUICK SELECT VORTEX



### Multiwinia quick select

To quickly guide a group of Multiwinians to a destination click and hold, or left click and hold on the ground, the longer you hold the left mouse button in, the larger the group will be that you have selected.

Control click or right click on the destination to send them on their way.

### Unit list

You can swap between current units such as Squads, Engineers and Armours by pressing TAB. To deselect a unit press SPACE. To destroy a unit press C. This can also be done to officers.

### Misc

To hide the interface press option + x  
To take a screenshot press P (file is saved to your Multiwinia directory).

Multiwinia is compatible with the xbox 360 controller.

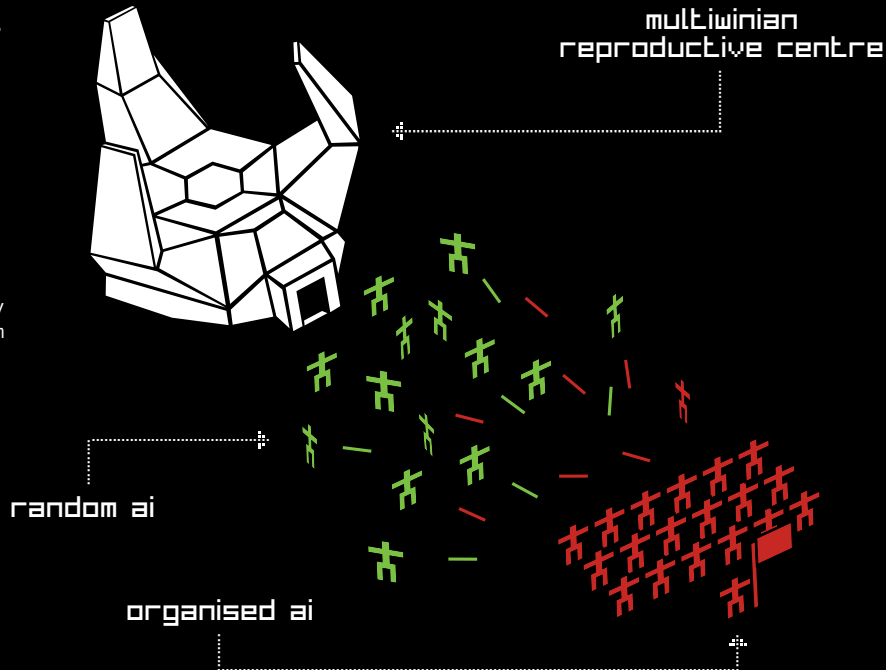
## domination

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Each team fights to control spawn points spread across the entire map.

This is the simplest game mode of all. Teams fight over the spawn points dotted around the map in order to capture them and achieve a dominant position that will enable them to control the entire map.

This game mode will continue until one team is victorious, or a timer can be used to limit the game to say 10 minutes. After that time the team with the most spawn points will win the game.



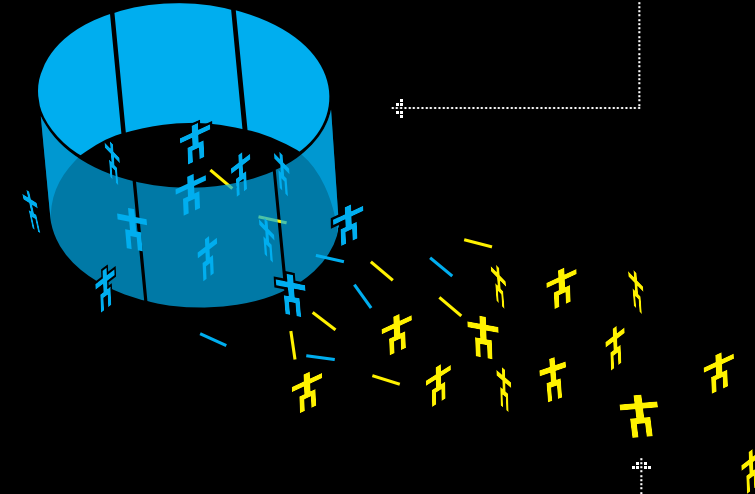
## king of the hill

Occupy key tactical zones around the map to score points.

On each map there are a fixed number of "Scoring" zones - for a standard sized two-player map there are up to 4 zones. Each player can score points by occupying these zones with Multiwinians - scoring one point per second for every zone under their control.

Scoring zones often become areas of heavy fighting, and are frequently occupied by several teams at once, all in intense combat. In this case, the team with the largest share of the zone will be scoring the points, and this is shown by rendering the Scoring zone as a "pie chart", showing the team colours occupying the zone and their relative percentages.

hill occupied  
by blue forces



attacking force

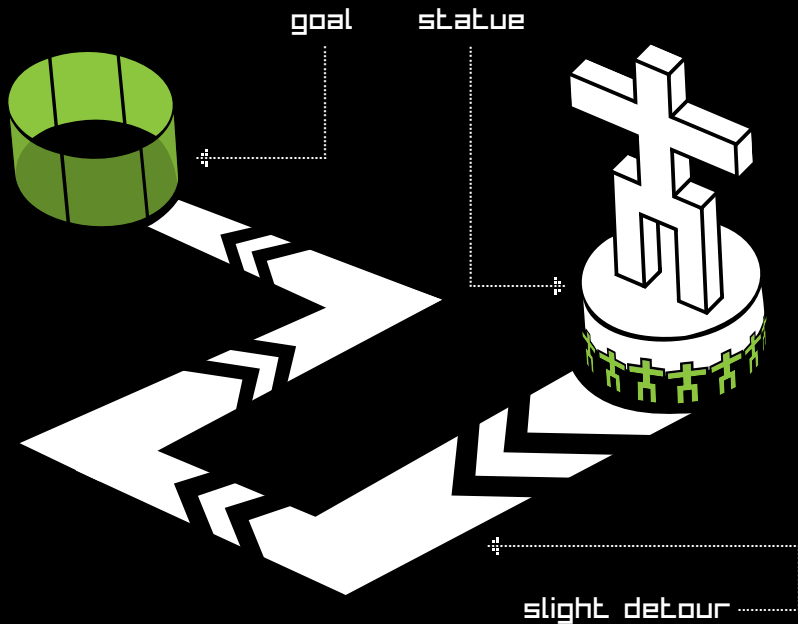
## capture the statue

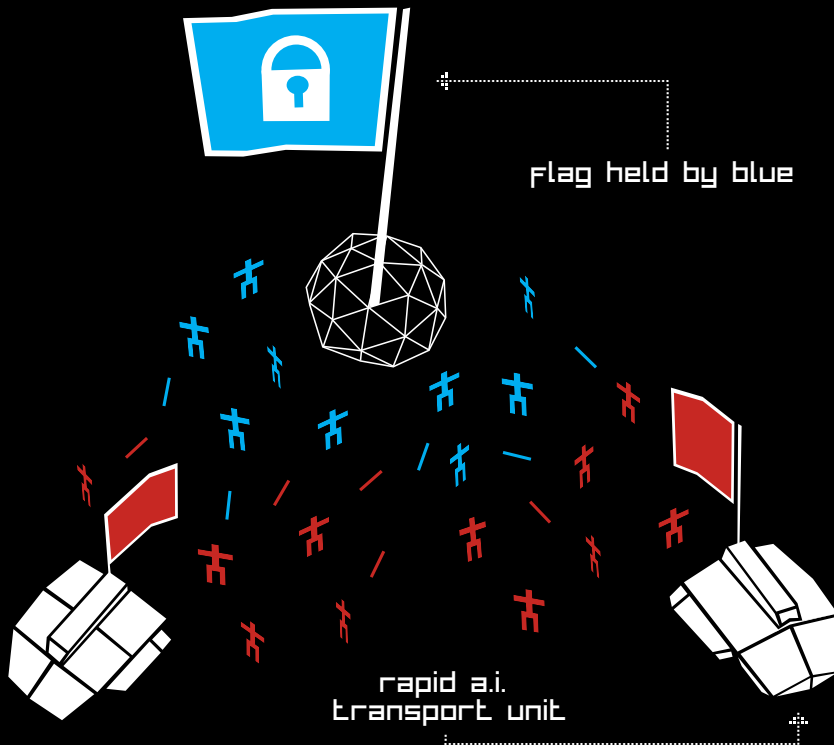
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Multiwinians must lift the giant stone statues that appear in the Statue Zone (the areas where a statue is spawned), and carry them safely back to their home base to score points.

Large numbers of Multiwinians are required to lift the heavy statues, and they move very slowly. If the Multiwinians carrying a statue are killed, it is dropped and remains where it is until more Multiwinians pick it up. If it is dropped heavily (e.g. on the edge of a steep hill) the statue shatters, and re-appears randomly in one of the Statue Zones.

Each team has a "Home Base" near their start point, into which they must lift the statue to score a point. The winner is the team that has successfully carried the highest number of statues to their base.





## blitzkrieg

Each team tries to capture the enemy's home flag while defending their own.

Each player starts with a 'home' flag. A number of other flags are spread across the map, and in order to win the game, a player must capture flags which link their own home flag to their opponent's home flag.

When a player loses their home flag, they are eliminated from the game – the last player standing (the one who has kept hold of his home flag) wins.

Each player's home flag is well protected, and each team receives regular reinforcements of Multiwinians throughout the match.

## rocket riot

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Each team has a giant rocket at their start point, and in order to win they must refuel and occupy the rocket, and perform a successful launch.

Each team must complete several stages in order to successfully launch their rocket. First it must be refueled, and then occupied by 100 Multiwinian astronauts. Once occupied, a Launch Countdown begins and

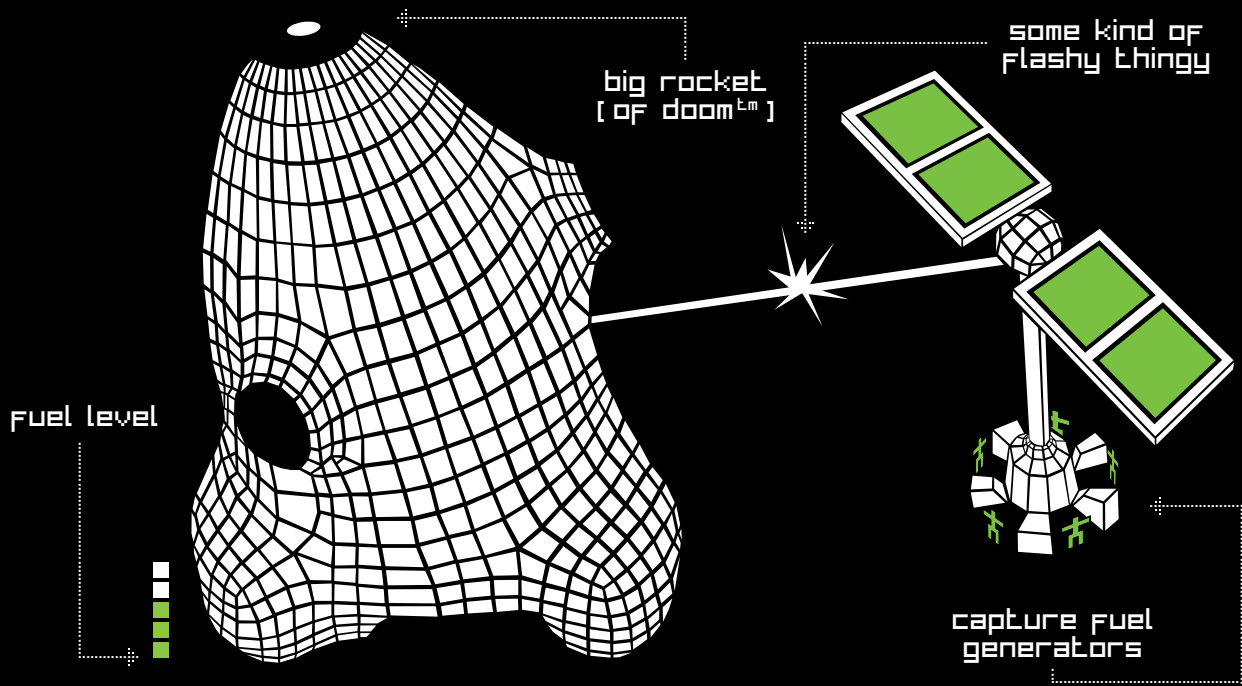
upon completion the rocket launches, and that team wins the game.

Fuel for the rocket is generated by several fuel pumps, located around the map. These fuel pumps are the key to winning Rocket Riot – you must occupy and control the solar panels which work the fuel pumps, in order to divert their fuel into your rocket.

At any point during these phases, the rocket is extremely vulnerable to explosions.

If the rocket is successfully attacked by an enemy team it will explode, burning all the fuel and all the Multiwinians inside, and re-setting the rocket to its starting point.

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## assault

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One player's team must defend a bomb that will explode within a defined time period, whilst the other team must attack and destroy the bomb before the time period elapses. Play then switches around and the attacker becomes the defender and vice versa. The winner is the player who successfully attacks in the quickest time.

The beach landing in Saving Private Ryan best illustrates the concept

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behind this mode. The attacking player receives a constant flow of reinforcements whilst the defending player is incredibly heavily armed, but with a limited population.

The attacking player must build up a force and attack in waves to capture machine gun turrets, pill boxes and sabotage the three control stations connected to the bomb. If too few attacking Multiwinians are used then

they will simply be mown down – the key is to rush the guns and ensure that some get through.

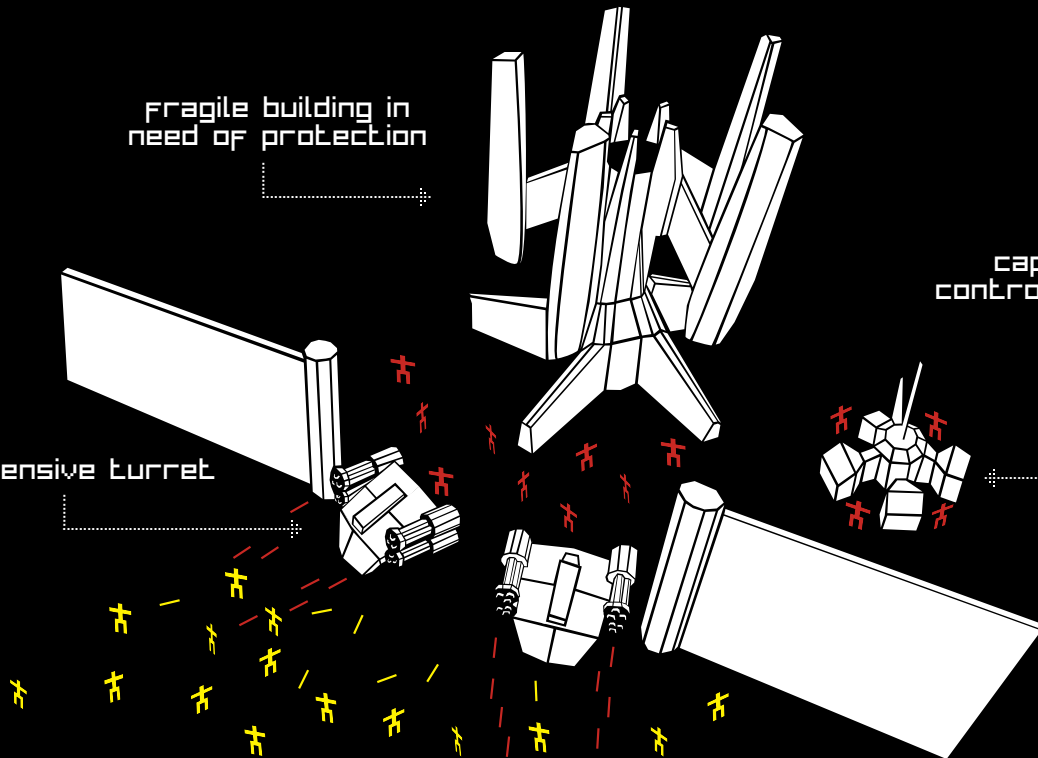
The constant reinforcements provided to the attacking team ensure that eventually they will break through - the challenge is for the defending team to hold off for as long as possible.



fragile building in  
need of protection

defensive turret

capture  
control station



## optional game settings

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### Time Limit

Set the time limit (in minutes) that the game lasts.

### Score Mode

- Domination, King of the Hill  
Alters the way player scores are determined during the match.

### Handicap

- Domination, King of the Hill  
The maximum percentage increase in spawn rate at Spawn Points when a player is handicapped.

### Starting Powerups

- Domination, King of the Hill  
The number of powerups each team will start with. Each team will receive completely random powerups which may give some players a greater advantage.

### Sudden Death

- Domination, King of the Hill, Capture the Statue, Blitzkrieg  
Enable Sudden Death in the case of a tied game.

### Retribution Mode

- Domination, King of the Hill, Capture the Statue, Blitzkrieg  
After a player has been eliminated, they will periodically receive a powerup to let them continue in the game until the end.

### Co-op Mode (4 players required)

- Domination and King of the Hill  
Enables or disables co-operative play for this level. If enabled, players will be split into 2 teams and will work together against the other team.

### **AI Difficulty**

Controls the difficulty of any CPU Players on this level.

### **Reinforcement Timer**

- Rocket Riot and Blitzkrieg

Determine the time between each wave of reinforcements from a Trunk Port (set in seconds).

### **Reinforcement Count**

- Rocket Riot and Blitzkrieg

Change the number of Multiwinians that will be recieved in each new wave of reinforcements.

### **Max Armours**

- Rocket Riot and Blitzkrieg

The maximum number of Armour units a team can have at any one time.

### **Turret Frequency**

- Rocket Riot and Blitzkrieg

Specifies the frequency with which a team is given a new Gun Turret.

### **Max Turrets**

- Rocket Riot and Blitzkrieg

Controls the maximum number of Gun Turrets a team may have in play at any one time.

### **Crate Drop Rate**

Control the rate at which crates drop (in seconds).

### **Crate Drop Mode**

- Domination, King of the Hill and Capture the Statue

Alters the way the drop location for Crates is determined.

### **Basic Crates Only**

Crates will only contain basic power-ups when this option is enabled.

## Tips and Tricks

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These tips come to you courtesy of our Multiwinian Grand Master, Mr Gary Chambers.

Grab any uncaptured Spawn Points as soon as possible - more Spawn Points means more Multiwinians!

Use Officers near your Spawn Points to automatically order new Multiwinians to the same location so that you don't have to do it manually every time.

Properly used Formations can be very useful when trying to steal Statues from your enemy in Capture the Statue.

Multiwinians in Formation are very vulnerable from behind - make sure they never have their backs to the enemy!

Be careful about fighting around trees. If the tree gets hit by enough grenades, it will catch fire and burn all nearby Multiwinians!

Remember, it only takes a single Multiwinian to control an unoccupied Score Zone in King of the Hill.

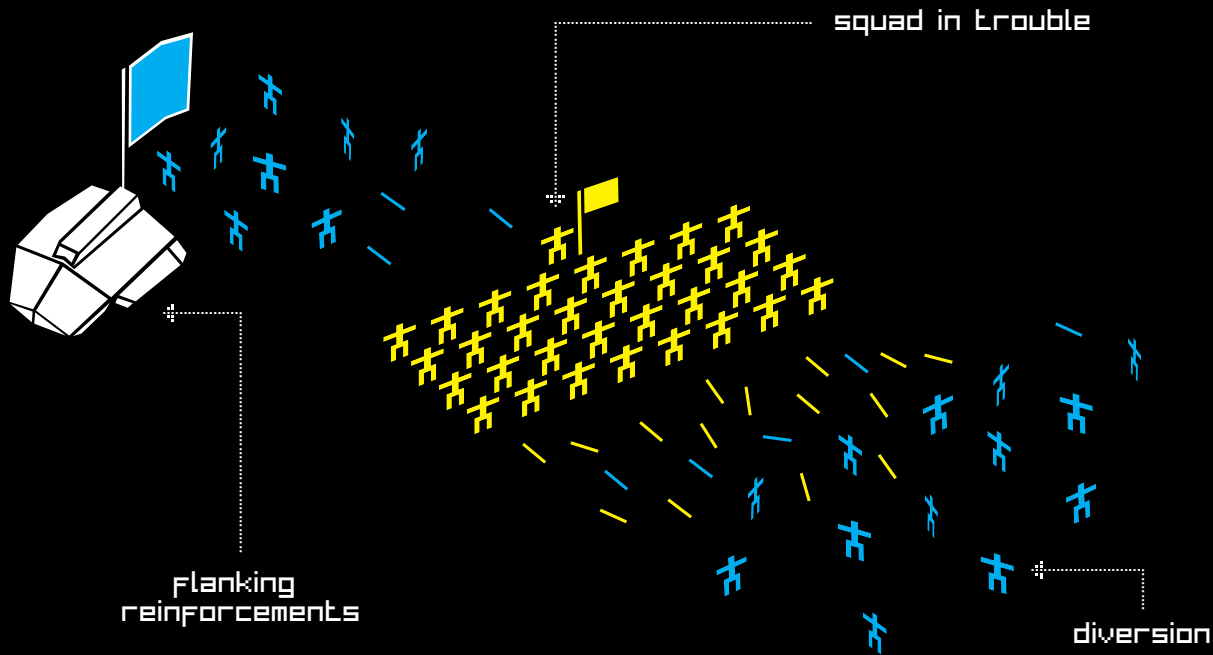
While Multiwinians move much slower over steep terrain, sending a group of Multiwinians over a mountain can be great for launching surprise attacks.

You can see where a falling Crate is going to land by the target on the ground, allowing you to have Multiwinians ready to capture it right away!

Crates normally have helpful powerups in them, but they can also contain a few nasty surprises.

Be careful not to commit too many Multiwinians to capturing Crates in case something bad pops out!

You don't have to use your powerups as soon as you get them - try saving them for later. You never know when an Airstrike will come in handy!



## the introversion story

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Heralded as 'the last of the bedroom programmers', Introversion Software is one of the UK's most respected and successful independent game developers and publishers.

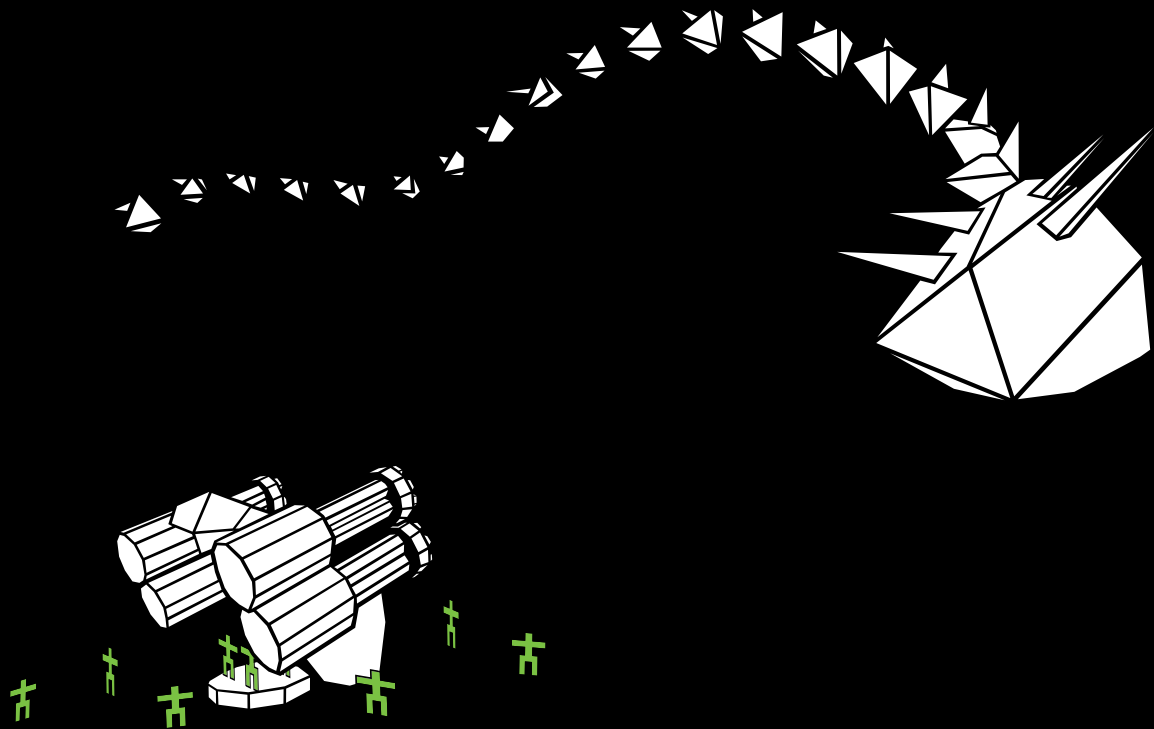
Founded in 2001 by 3 university students, and starting out with an initial personal investment of just £600, Introversion has gone on to produce 3 critically acclaimed titles Uplink, Darwinia, and DEFCON.

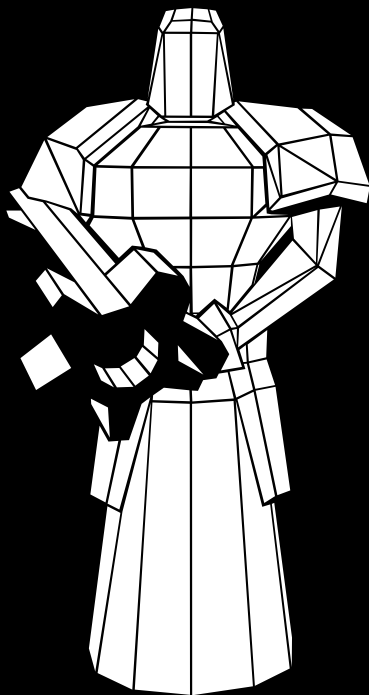
Introversion's second title Darwinia, was awarded 3 prizes at the 2006 Independent Games Festival Awards, including the Seumas McNally Grand Prize. Introversion was also recently voted one of the Top 50 Best Games Companies in the world.

Multiwinia is the latest stand-alone title from Introversion and has been some time in the making. Plans for a multiplayer component to Darwinia were originally dropped when delayed

development schedules and spiraling cash flow problems forced the team to conceive Darwinia as a singleplayer title only.

Multiwinia gradually became a title in its own right after the decision was made to create a whole new background story and dynamic gameplay style. Multiwinia has been a labour of love, at times frustrating and temperamental, but we hope you will enjoy the fruits of our work.





## credits

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### **Chris Delay**

Representing the rebellious creative force at Introversion, Chris ensures that we don't get seduced by the bright flashing lights of the sort we saw at E3, so many moons ago. He has also been the creative lead on all of our titles so far.

### **John Knottenbelt**

As Introversion's resident technical genius, John helps solve mind-boggling problems while managing complex projects such as this Multiwinia PC release and our recent port to XBLA with Darwinia+. Now that's multi-tasking.

### **Mark Morris**

Our overall Managing Director and Producer for Multiwinia, Mark rules the roost with an iron fist, making sure we run to schedule and don't spend too long in the pub during lunch.

### **Thomas Arundel**

Tom is in charge of new business and the commercialisation of our games. He also makes sure we don't get sued or run out of money (except that one time when we burnt all our money at E3 on fast cars and speed boats).

### **Gary Chambers**

One of the first members from the original Introversion community, Gary began work with us developing DEFCON. He is now one of the lead developers working on Multiwinia and is our champion bug fixer.

### **Byron Atkinson Jones**

The latest addition to the dev team, Byron has been hard at work on various Multiwinia projects including amBX and Logitech integration. As our resident practical joker, he keeps us endlessly amused with his scrapes and antics.



### **Leander Hambley**

Another long-serving member of the Introversion community, and our first ever paying customer, Leander came on board in August 2007 to help with the development of Multiwinia. Leander is also our Morale Officer, scheduling regular events such as Market Fridays and BBQ Mondays into the hectic IV social calendar.

### **Alistair Lindsay**

Alistair is something of an industry veteran in the audio field and has done a fantastic job creating the audio and sound effects for Multiwinia.

### **Will Morris**

Will handles the production and dispatch of our games to customers worldwide. He also presents a formidable opposition to the Directors as our Head of the Riotous Introversion Workers Union.

### **Vicky Arundel**

Vic heads up the marketing and communications team at Introversion. She ensures we never stay out of the limelight for long and has been known to whip up a fine cream tea for the dev team when energy levels and morale is running low.

### **Martin Mir**

Martin looks after our community and has been hard at work organising Introversion events and tournaments located all over the world. Martin is also solely responsible for start-ing a humous addiction at the Flying Hamster.

### **Francois Gagné**

Francois is our Build and Bug Master and has been indispensable in arranging and organising our beta testing phases.

### **Morten Elgaard Pedersen - RedCell.dk**

Morten created the brilliant artwork for DEFCON and we persuaded him to work with us once again to create this manual and all of the other great art assets for Multiwinia, all whilst juggling a full-time design course back in Denmark!

## **Thanks**

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And finally, but by no means least, we would like to extend a big thank you to all of those who have helped us with the creation, production and selling of Multiwinia.

In particular, we'd like to say a big thanks to the beta testers, without their hard work, dedication and enthusiasm Multiwinia simply wouldn't exist. This game is for you.

## system requirements

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We recommend the following as a minimum in order to run Multiwinia smoothly.

2.0 GHz CPU

512 MB RAM

Windows XP or Vista

GeForce 6200 or RADEON 9600 series

Internet for online multiplayer

## support

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For all support advice please visit:  
[www.multiwinia.com/support/](http://www.multiwinia.com/support/)

## contact

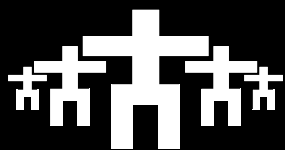
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You can keep up-to-date with all the latest announcements, development blogs and information on our previous and upcoming titles by visiting us at our website [www.introversion.co.uk](http://www.introversion.co.uk).

For all queries and comments please contact us using the form found at [www.introversion.co.uk/support/contactus.html](http://www.introversion.co.uk/support/contactus.html)

We promise to get back to you promptly.

Graphic design and layout by  
Morten Elgaard Pedersen - [www.RedCell.dk](http://www.RedCell.dk)



[www.multiwinia.co.uk](http://www.multiwinia.co.uk)