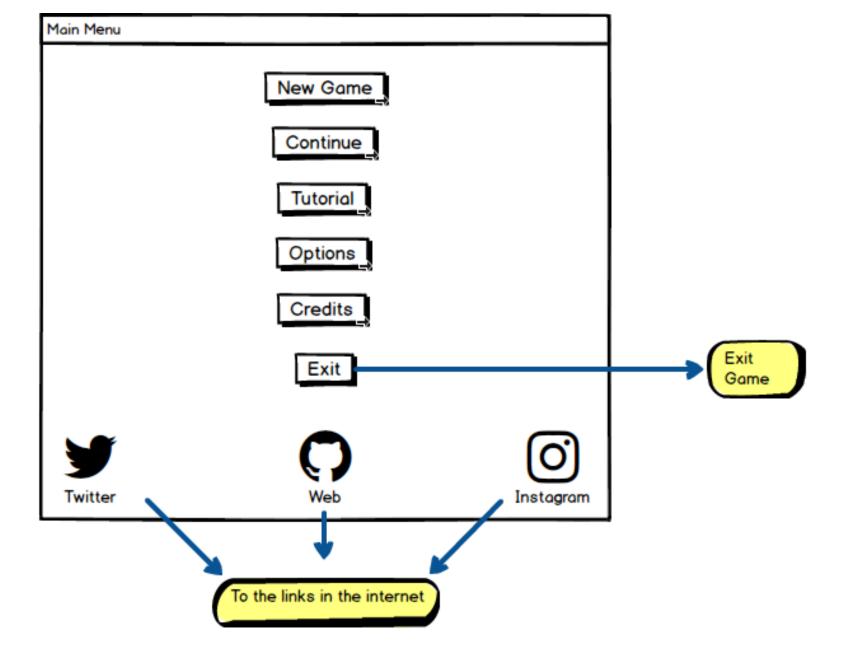
Introduction	
INTRO	



## Credits LEAD CODE Design Management Lucho Suaya Joan Marin Carles Homs Jaume Avinyo Code Team Code Lead Design Lead Code Team Design Team Design Team Code Team Management Q&A User Interface Chil Chili Studio Art & Audio Rafel Brau Roger Leon Q&A Lead UI Lead Art & Audio Team Adri Font Q&A Team Art & Audio Lead Design Team Quit

Options	
Music	<b>4</b> )— <del>•</del>
SFX	<b>4</b> <sup>1</sup> — •
	□ <u>VSYNC</u>
	□ 30 FPS Cap
	Back





This is the base... It gives money, comarade The capitalist soul... Which we're forced to use



Money is needed to build and produce more comarades to fight for the motherland! In this panel you will also see the Minimap and the info of the selected element... ...And the orders you can give to our comarades!



Now, with the comorades of the Red Army of Peasants and Workers you have to hold back those capitalist pigs



You can select them and give them orders (see controls in-game for hotkeys)



They have a range of vision (to clear Fog of War) and of attack (some attacks have a range of damage!)



Engineers can also build defenses and repair (armored vehicles & buildings)



There are also Strategio Buildings



If you take a comarade there and there are no enemies, after 10s, the place will be ours



FOR THE PEOPLE! EXPROPIATED!

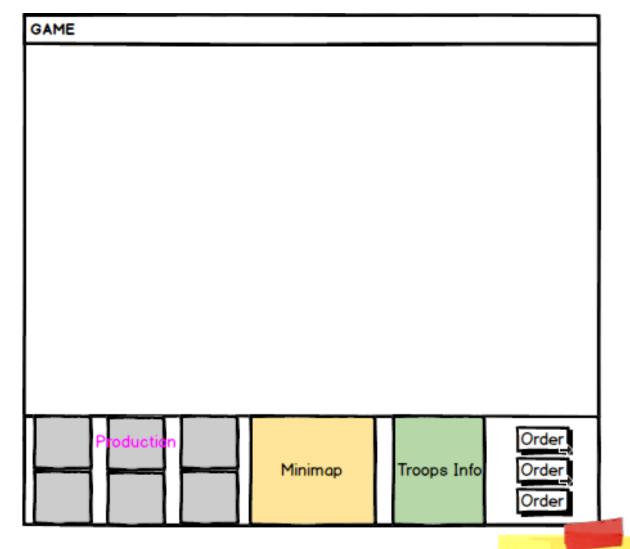


But if the capitalist pigs come again and they expell you, after 10s, the base will be for the bank again! BE CAREFUL!



Story 1

## GAME INTRO STORY

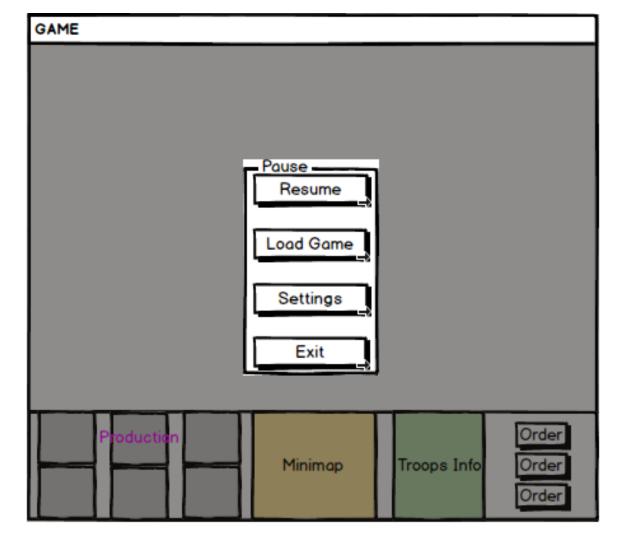


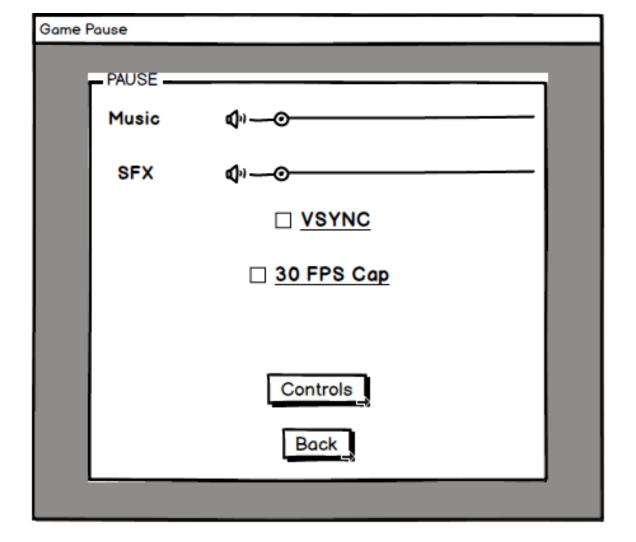
Orders as UI flows that don't depend on a button (NOT REALISTIC!)

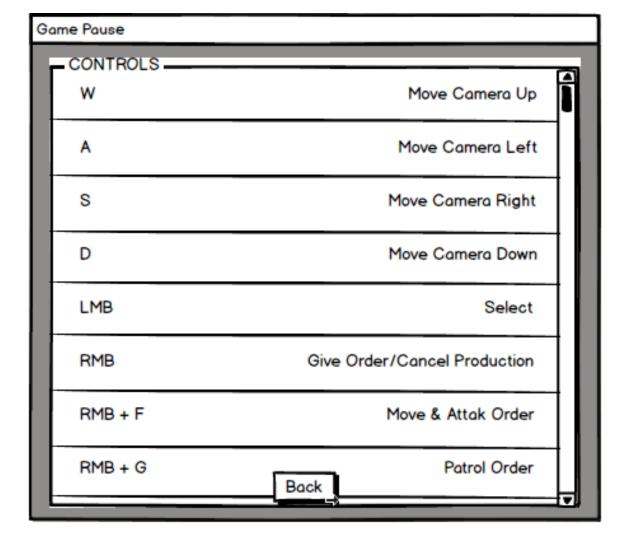
> 1st to pause 2nd to win/lose

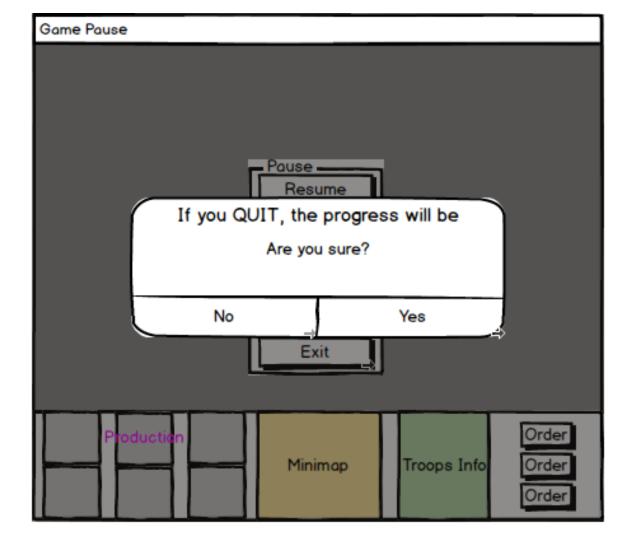
Story 2

## GAME OUTRO STORY









Win/Lose

## Win/Lose Message

You Survived X Hordes!
And gathered X \$!

Credits

Quit

