Rise from the Ashes

How to Play

Rise from the Ashes is a real-time strategy game where the objective is to destroy the enemy headquarters while defending your own. This is done through one single-player map that will play against an A.I. player.

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Selecting a difficulty

After clicking the **Play Game** button from the main menu, another screen will appear stating asking you to select the difficulty. There are four different difficulties to choose between. Easy, Normal, Hard and Very Hard. The difficulty of the A.I. opponent determines how fast the A.I. player plays the game. The harder the difficulty setting is, the shorter the delay between each action the A.I. opponent performs. Delays are listed as follows:

Easy: 15-second delay
Normal: 10-second delay
Hard: 5-second delay
Very Hard: 0-second delay

Once you have made your choice click the begin button.

Controls

The main device used to play this game is the mouse which is used to interact with all buildings, building spots and vehicles and as well as the UI controls. Some shortcut keys can be used to toggle certain things.

Mouse controls

Left mouse button – Select
Right mouse button – move to location/attack target (when one or more units are selected)
Middle mouse button + Mouse drag – Pan camera around level
Mouse wheel – Zoom camera in/out

Keyboard controls

WASD or Arrow keys – Move the camera around level
Shift + WASD or Arrow Keys – Sprint camera around scene
ESC (while running) – Pause game and open pause menu
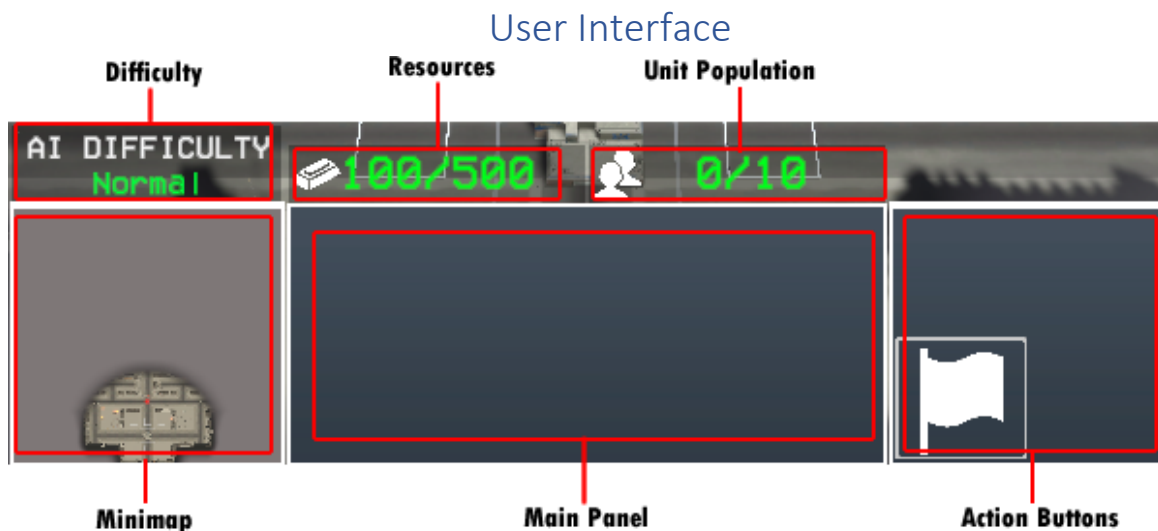ESC (while paused) – Un-pause the game and close the pause menu
Toggle keys
I – turns icons above units on/off
H - turn health bars above units on/off
S – Turns unit status text above units on/off
V – Turn the unit range visualiser on/off

User Interface

When the game begins you will see a set of panels down the bottom of the screen. This is the main user interface you interact with while playing the game. In the top left is the difficulty that you have selected.

Minimap: The square in the bottom left is a map that displays the entire level. The light grey area of the minimap is the areas that you have not explored yet that are covered by the fog of war, while the holes in the grey are the locations that you have explored. Whenever a unit is in a visible area of the map its icon will appear on the minimap. Your units will have blue icons while the enemy AI units will appear on the minimap with red icons.

Resources: The icon on the left-hand side of this box represents steel. This is your main resource in the game used to construct new buildings and vehicles (used as units). The figure to the left of the slash is the amount of steel that you currently possess while the figure on the right is the maximum steel capacity that your base will currently support.

Unit count: The icon on the left represents your unit count. The number on the left of the slash tells you how much space you have currently used up while the number on the right is the total space that your base will currently support. Each vehicle will take up 1 unit of space after it has been constructed.

Main panel: This information appears whenever you select an object in the game. Sometimes buttons will also appear that you can interact with. Whenever you click on a building, a vacant building spot or a unit, information will appear in this area. More information about each time of selection is mentioned further on.

Action buttons: Four buttons appear on this panel. Move, Attack, Halt and Set rally point. The move attack and halt buttons only appear when you have at least one unit selected while the Set Rally Point button is always visible.

Move Button: When you click this button the cursor will change to a target cursor taking you into move mode. When you are in move mode click on a location on the map and all units that are currently in your selection.


Attack Button: When you click this button the cursor will change to a sword cursor taking you into attack mode. While in attack mode, click on an enemy unit or building to direct all units in your selection towards the target and then attack the target.

Halt Button: This button is used to stop all units in your selection from moving regardless of their destination. If an enemy approaches nearby, a unit in halt mode will not follow it.

Set Rally Point: The rally point is the location indicated by a flare that units will move to when they have finished being constructed at a vehicle bay. When you click on this button a target icon will appear. Clicking on the ground somewhere will move the rally point to that location.
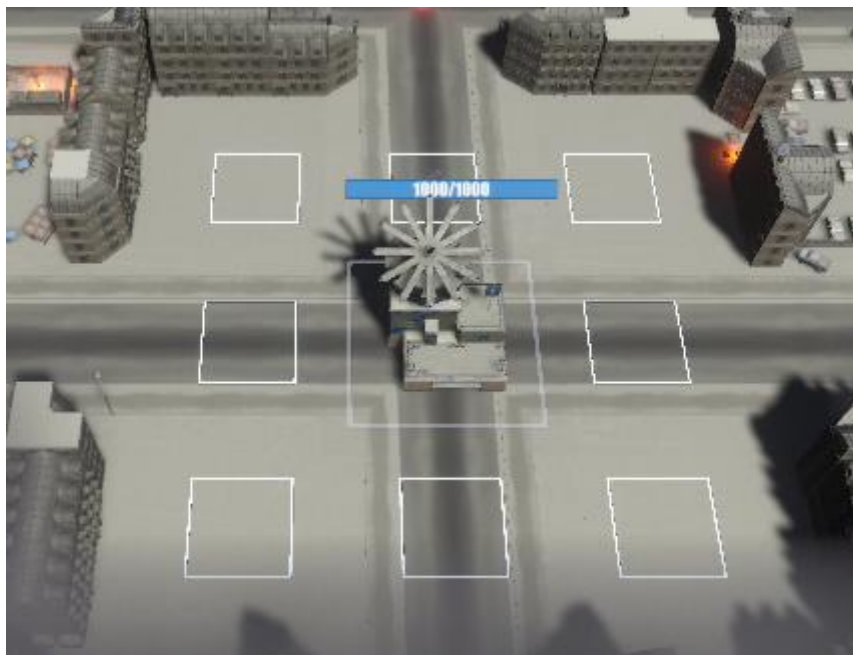

Base and Building Spots

One of the first things that you will see in the level after starting the game is a building with 8 white squares around it. The building in your centre is your headquarters. If this gets destroyed at any

point during the game, you lose. The blue bar above the building shows how many hit points it has left. The white squares are the vacant building spots where you can construct a building on.

Constructing buildings
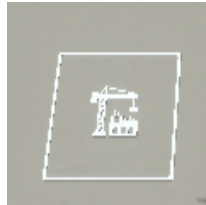
When you hover the cursor over a building sport an icon will appear. This means you can build here. Clicking on the spot will bring up the building menu on the main panel.

There are four different buildings in total that you can construct. Each one has its own steel cost and construction time (measured in seconds) which can be viewed by hovering the mouse cursor over the button. If you currently have enough steel to construct the building, then clicking on the button will begin construction. You will also see information about what the building does after it has been built.

During construction, a progress bar will appear that shows how far the construction progress is. This bar also acts as a health bar and if the building takes damage while in construction then it will lose progress. There is also an x button beside the progress bar and clicking on this will cancel the construction.

Building types

Steel Cost: 100
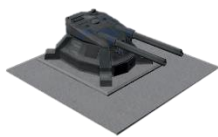**Time To Build:** 16 sec
HP: 100

This is the building required to construct all vehicles used as units throughout the game. Once construction of this building is complete, clicking on it will bring up the vehicle build menu. Vehicle bays will also restore health to units that are nearby if they are on the same team.

Vehicle Bay

Steel Cost: 100
Time To Build: 16 sec
HP: 150

The factory is used to generate more steel in addition to your headquarters as well as increase the maximum steel capacity. It generates 25 steel every 3 seconds and increases the maximum steel capacity by 100.

Factory

Steel Cost: 250
Time To Build: 16 sec
HP: 300

This is a defensive building that has the ability to fire at all enemy units that are within the defence turret's attack range. It has a detection radius of 20 and deals 20 damage every second to each unit it attacks.

Defence Turret

Steel Cost: 300
Time To Build: 16 sec
HP: 250

This building increases your maximum unit capacity by 5 as well as generating   5 steel every 3 seconds.

Outpost

Building Units

Units can be built from the vehicle bay and there can be one unit being constructed at any given time per vehicle bay. When you click on a vehicle bay four buttons will appear on the main panel as shown below.

Each button corresponds to a different type of vehicle that you can construct. If you move the cursor over the button you can find out the vehicle's name, cost, build time and stats associated with it. the first icon is the steel cost, the second is the space/population usage and the third is the build time.

When you click on one of the four buttons, construction will begin provided that you have enough steel otherwise you will get a notification message. Construction progress can be seen both above the vehicle bay as well as on the main panel while the vehicle bay is selected.
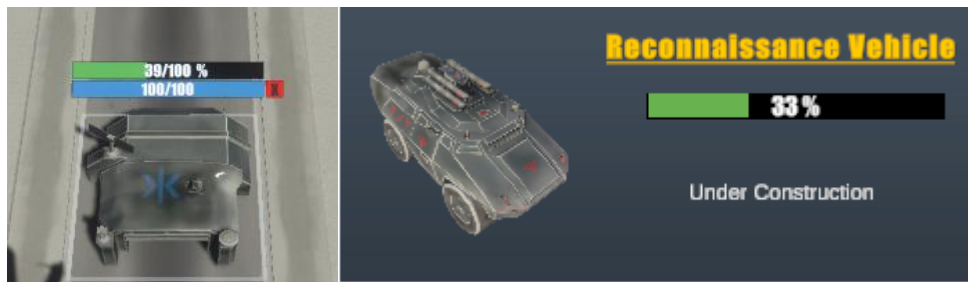
Once construction is complete the unit will spawn in front of the vehicle bay and then move to the rally point. If there are already other units sitting on the rally point a grid formation will be formed around it.
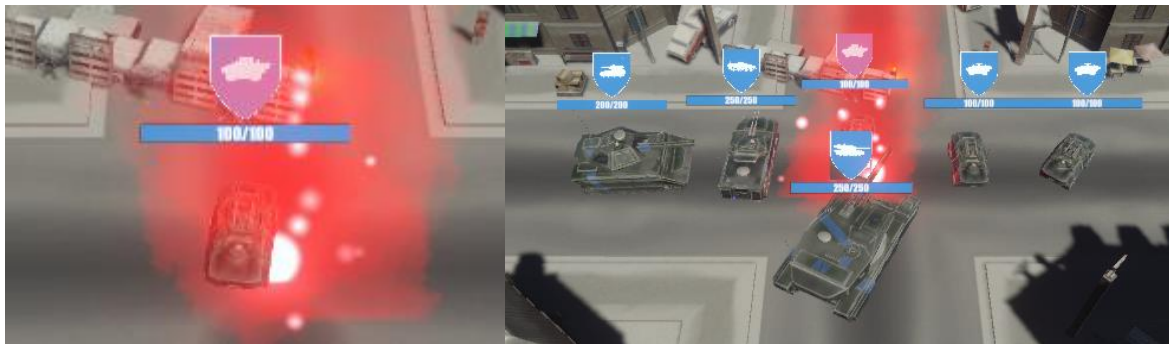
Each unit has an icon above it corresponding to its type with health bars below it containing text that can be seen while zoomed in.

Unit Stats

Each type of vehicle has four main stats that make them different from others. They are the Max Health, movement speed, attack range and damage per second.

Max Health: This is how many hit points a unit will start with when it first spawns on the map. Each unit will start with full health and can not be healed beyond its maximum. Hit points will be reduced when taking damage.

Speed: This is how fast a unit will move across the map. The fast the speed is the sooner you can get the unit to a specified destination.

Range: This is the maximum distance that a unit can be from a target when firing at it. When a unit is moving towards an enemy it will stop when it gets within attack range and then start aiming the turret towards the target.

Damage: This is the amount of damage the unit will deal each second to any target it is firing at. Damage per second is calculated based on the number of shots fired each second with the damage dealt per shot.

Types of Units

Cost: 30 Steel
Time to train: 7 seconds

Stats
Max HP: 100
Attack Rate: 3.15
Damage: 25
Speed: 4.5
Range: 6

Reconnaisance Vehicle

Cost: 50 Steel
Time to train: 12 seconds

Stats
Max HP: 250
Attack Rate: 2.25
Damage: 25
Speed: 4
Range: 7.5

AP Half Track

Cost: 100 Steel
Time to train: 20 seconds

Stats
Max HP: 200
Attack Rate: 3.5
Damage: 45
Speed: 3.5
Range: 30

Armed Fighting Vehicle

Cost: 300 Steel
Time to train: 30 seconds

Stats
Max HP: 250
Attack Rate: 2.25
Damage: 25
Speed: 4
Range: 7.5

Main Battle Tank

Selecting and moving units

Once units have been constructed you can select a single one by clicking on it. This will display a selection highlight around it (blue circle) as well as bring up information about it on the user interface. Clicking on another unit when you have one selected will switch the selection to another one. If you click on an object that is not one of your vehicles then all units will be deselected.


You will also notice that if one unit is selected that there is a red circle and a yellow circle that appears around it. The red circle shows the unit's attack range. while the yellow circle is its detection range (how far it can see enemies). Units automatically move towards enemies that are in their

detection range unless instructed otherwise using the move, attack and halt commands. They cannot however see other units behind environmental barriers such as the city buildings.

Multiple Unit Selection

You can select multiple units at once in two different ways. One way is to hold down the left shift key when selecting this will add each unit you click on to your selection. The other way is to hold down the left mouse button and drag which will draw a marquee. All units that are in the marquee will become the new selection.
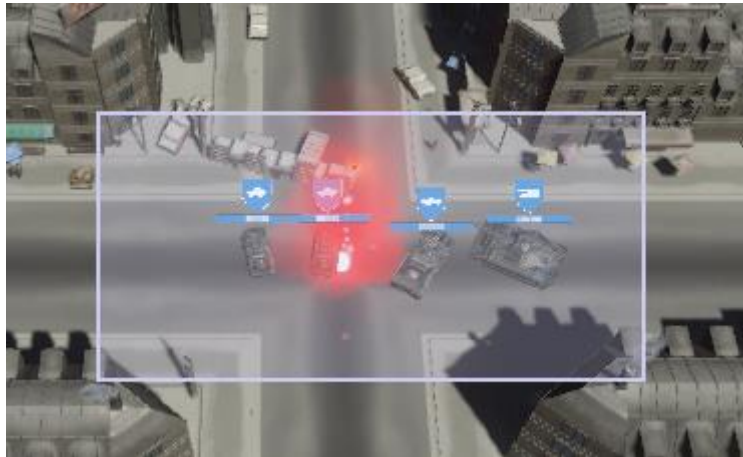
The rectangle shown above is created by dragging the mouse.

After selecting multiple units a selection circle will appear around each one and the units will be shown as icons in the main panel. A red health bar with their HP is also shown underneath each icon. Clicking on an icon will select the corresponding unit individually and all the others will be removed from the selection.
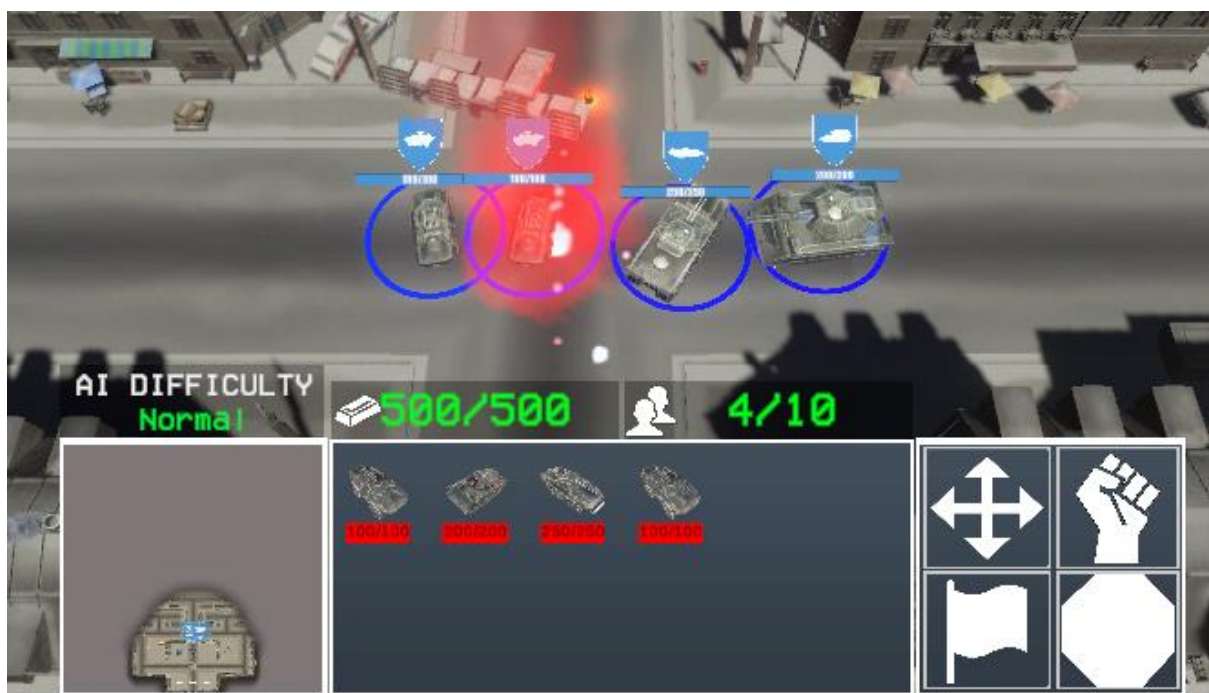
Moving and attacking

As stated earlier moving and attacking can be controlled via the action buttons on the user interface. There is also another way which is to use the right mouse button. If you right-click on another part of the map, all units in your selection will move to that location. If you right-click on an enemy all units in the selection will move to the enemy and attack it.

When you select a location to move to a green arrow will appear as shown in the screenshot below. If there is more than one unit in the selection they will build a formation around the arrow.


Revealing the map

You can also move to a location that is covered by the fog of war. If one or more of your units moves into a location covered by fog, the fog will be revealed. This will also update on the minimap.

There are two levels to the fog of war visited and unvisited. The unvisited areas will show a thick grey texture. This covers everything on the map including the environment. When you reveal a new section of the map this layer of fog will be removed permanently.
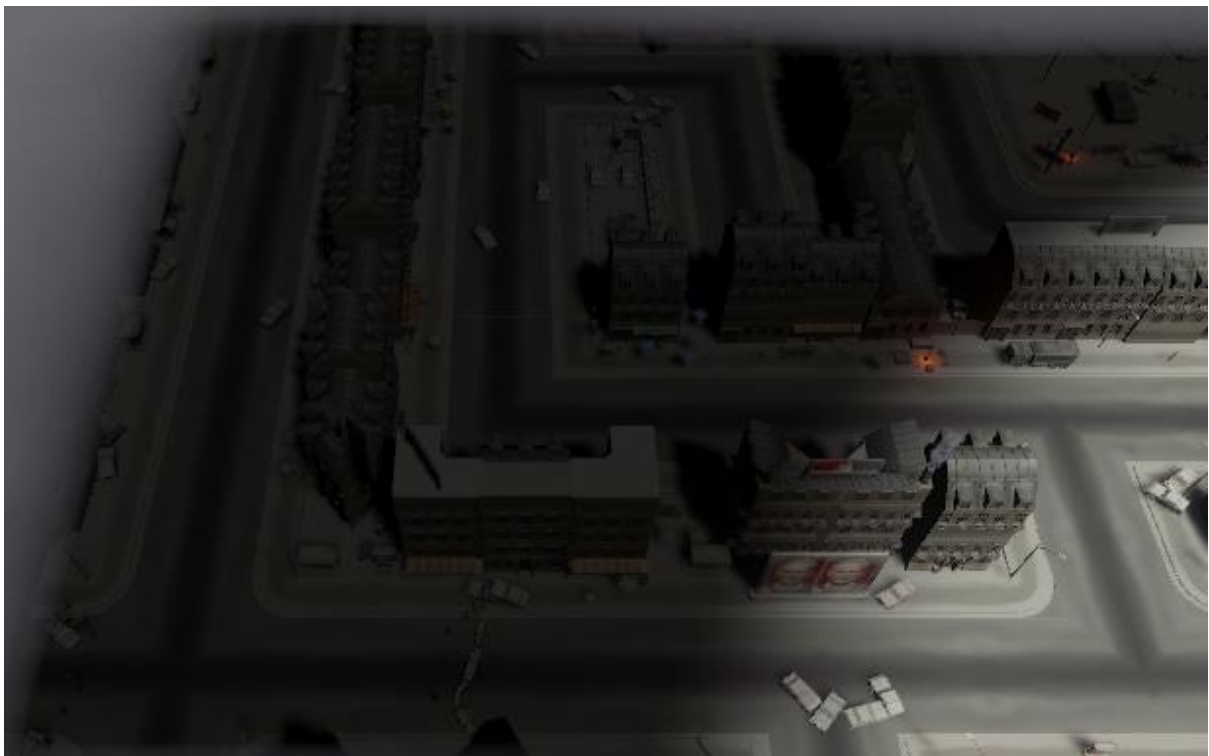
The thinner layer of fog appears in areas that you have already visited but there aren't any units or buildings nearby that are owned by your team. This layer is semi-transparent and you will be able to see the units underneath it. You will not however be able to see any units or new buildings constructed by the enemy player in this area.

Unit Combat

Whenever one or more units or buildings from the opposite side come into the detection range of a unit player or ai controlled, the unit will engage in combat with it. This happens in 3 steps: First is to move towards the target (including following if the target is moving). The second is to aim the turret at the enemy once it is in attack range at which point the vehicle stops moving. once the turret is pointing at the enemy the third step is to start firing at the target.
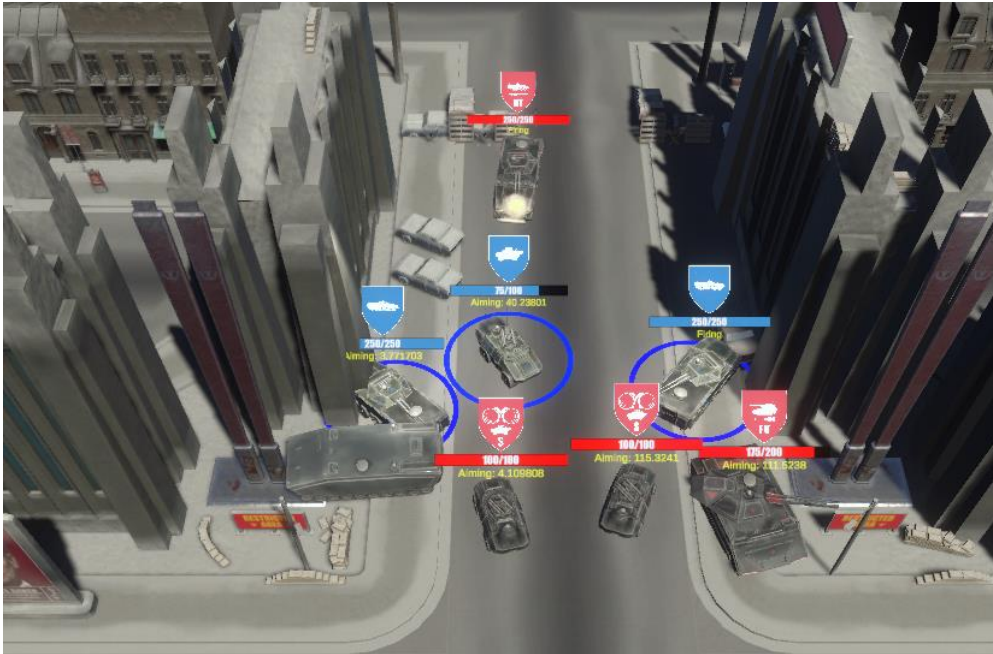
Turning on the status text will tell you which step the unit is currently taking.

Combat with the target will continue until the current target is destroyed or another order is given. When the target is destroyed the unit will check for other enemy targets inside its detection circle and if there is one start attacking that target. If there is more than one target in the detection range the unit will target whichever one is the closest.

If you click on a unit that is currently in combat you will see a rotating highlight on the object that is currently its target.
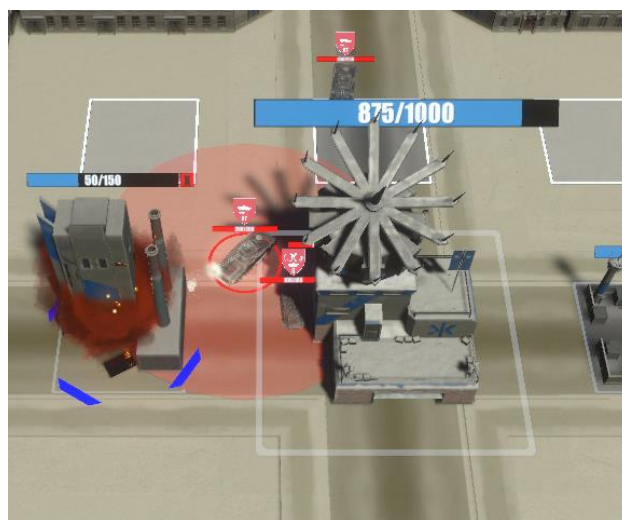
Buildings catch on fire when the health is 50% or lower

Units can only deal damage to one target at a time and will only damage the target if the turret is pointing at it and it is not obscured by the environment. Each hit will deal damage to the health of the target unit or building and when the target runs out of hit points it will be destroyed.

Winning The Game

Once you reach the enemy base you should see the enemy headquarters. Reduce the health of the headquarters to zero and you will win the game!