HOSTILE WORLDS

Manual

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1. Introduction

Hostile Worlds is a squad based real-time tactics multiplayer game. Two players battle each other on a desolate alien world. Each team's goal is to collect a certain amount of alien artifacts while constantly being under attack by the opposing player and AI controlled aliens. *Hostile Worlds*' core experience consists of choosing your own tactic and play style by constantly customizing your squad during the game: Several unit types are available and each comes with a unique set of characteristic abilities which can be unlocked by leveling up. Each squad's backbone is the squad Commander who provides crucial abilities like healing and cloaking.

2. Installation

Just execute the HWSetup.exe to install Hostile Worlds.

Hostile Worlds is Windows only!

3. Gameplay

Short Summary

- Collect **Artifacts** to gain **Victory points**
  - The first player with **1000** Victory points wins the game
  - Use the Commander or an Engineer with Harvester ability to collect Artifacts (select the unit and then do a right mouse click on the artifact)
- Kill **Aliens** to gain **Shards**
- Call up to eight **Squadmembers** (Rusher, Hunter, Engineer)
  - The first three Squadmembers are free, each following costs 450 Shards
  - Each Squadmember has up to four abilities which can be unlocked by promoting it
- Promote Squadmembers (costs Shards)
  - Increases level (better stats)
  - Learns new ability
- Kill enemy units. All Squadmembers automatically attack with their standard attack if close to an enemy unit.
- If the Commander is killed, resurrect him after 15 seconds by pressing U and choosing a spawn location (green areas)
- Capture **Towers** to have more vision on the map

The Goal

Every team scores Victory points by successfully collecting artifacts.

The first team to score 1000 Victory points wins the match!

After all Artifacts are collected, new Artifacts are spawned randomly at these locations. The number of spawned Artifacts varies between one and four.

The number of victory points earned by successfully collecting an artifact depends on the total number of artifacts of the current round, ranging between 60 for four artifacts and 240 for one artifact per round. The more artifacts have been placed on the map, the fewer victory points a player gets for acquiring an artifact.

Figure 1: A Commander acquiring an artifact

Shards

Shards are the main resource of Hostile Worlds. They are required for calling and promoting Squadmembers, and for paying special Commander abilities. Players are awarded Shards for killing aliens and dismissing Squadmembers.

Aliens

Aliens spawn at Alien Camps. If a player kills an alien he is awarded Shards. An alien will attack if a Squadmember attacks it or comes too close to it. If the Squadmember runs away, the alien will return to its camp after a while.

Figure 2: A Hunter killing an alien and gaining 100 shards

Abilities

All player controlled units in Hostile Worlds have abilities which can be triggered by either pressing a keyboard key or a mouse button. Most abilities require the unit to be selected, some Commander abilities can be triggered without him being selected though.

Some abilities have special attributes:

- **_Channeled_**: the ability requires the Squadmember to stand still for the whole duration. If he moves or performs any other action, the ability is canceled. The ability is also canceled if the Squadmember is hit by an enemy ability with the **_Cancel_** attribute (e.g. Rusher - Charge).

- **_Cancel_**: the ability cancels a **_Channeled_** ability of an enemy Squadmember.

- **_Reinforcement_**: the ability calls an extra helper unit which either can be controlled by the player or controls itself independently. Reinforcements don't count towards the Squadmember limit. They either disappear after a certain time, if their ammo is spent or if they are destroyed.

The Commander

Each player's squad is led by a Commander, the most important unit on the field. His abilities are crucial for the player's success, yet the Commander is very weak in direct confrontations and should be protected at all costs, much like the king in Chess. The Commander is the main unit which collects artifacts; also while your Commander is dead you can't call new Squadmembers.

Commander Abilities

A Commander can use all of its abilities right from the start, he doesn't have to learn them first.

- **Call Squadmember**. Spawns a new Level 1 Squadmember of the chosen class in close proximity to the Commander. The first three Squadmembers are free, any additional Squadmember costs 450 Shards. The maximum number of Squadmembers is eight.

- **Dismiss Squadmember**. Dismisses the selected Squadmember, returning a percentage of the Shards it cost (up to 80% depending on its health).

- **Acquire Artifact**. *Channeled*. Orders the Commander to acquire an active artifact. Acquiring an artifact takes 7.5 seconds. This ability requires the Commander to be selected.

- **Repair**. *Channeled*. Restores the structure points of a nearby Squadmember. This ability is triggered automatically if close to a damaged Squadmember. The Commander doesn't repair himself.

Tactical Abilities

As long as the Commander is alive you can trigger his Tactical Abilities by either pressing the corresponding Hotkey (**Q, W or E**) or by using the [User Interface](). Tactical abilities cost Shards.

- **Air Strike**. Calls in an air strike on the target location, hit units are dealt damage and are knocked back.

- **Scan**. Connects to an orbiting satellite and reveals a target area for some time.

- **Cloak**. The commander cloaks himself and nearby units immediately for some time. Cloaked units cannot be attacked or targeted, but are unable to attack or use abilities, too. They still take damage from area of effect abilities, but damage taken does not break the cloaking. After having uncloaked, all abilities are set on cooldown.

Resurrecting the Commander

If your Commander died you can resurrect him after 15 seconds by pressing **(U)** and choosing a spawn location on the map (green areas).

Squadmembers

There exist three different Squadmember classes: **Rusher**, **Hunter** and **Engineer**.

Every Squadmember class has unique powerful abilities, which are very useful during the game, but sometimes can be countered by abilities of other classes. Abilities must be learned by each unit in order to become available. Learning an ability automatically increases the unit's level by one, which improves its stats (structure points and damage per second). An ability is learned by selecting a unit and pressing either the Hotkey for the ability (**Q**, **W**, **E** or **R**) or by using the Ingame Interface.

Learning abilities costs Shards according to the following table:

1st Ability	100
2nd Ability	300
3rd Ability	600
4th Ability	1000

Rusher

Rushers are front-line Squadmembers. They have strong shields, but their attacks have very limited range. Rushers are good tanks and average damage dealers.

- **Charge.** *Cancel.* Charges a target enemy unit, greatly increasing movement speed, becoming immune to knockback effects and knocking back the target on hit.
- **Concussion Grenade.** Throws a concussion grenade which explodes sometime after impact, dealing damage to all units (even to own units) within a radius.
- **Target Engines.** The targeted enemy Squadmember is unable to move or charge, but may attack and use abilities.
- **Focused Fire**. A shout that increases weapon damage of all nearby friendly Squadmembers for some time.

Engineer

Engineers support the squad at mid-range. Their attacks do small damage; their main task lies in using their different abilities to support the squad.

- **Harvester.** This Squadmember can collect Artifacts.
- **Recharge.** *Channeled.* Restores a small amount of shields points of a friendly Squadmember.
- **Call Artillery.** *Reinforcement.* Calls down an Artillery, which fires a limited amount of shots at nearby enemy Squadmembers before it is sent back. Every hit knocks back its targets.
- **EMP Mine.** *Cancel.* Places a mine onto the target location, which explodes if colliding with an enemy, dealing damage and canceling *Channeled* abilities in a radius.

Hunter Abilities

Hunters form the back-line of the squad. They can't take much damage, but their attacks do much damage at long range. Hunters are often used as scouts or snipers due to their abilities.

- **Aimed Shot.** Ranged attack, dealing high damage and knocking back the target.
- **EMP Grenade.** *Cancel.* Throws an EMP Grenade which blinds enemy Squadmembers in the target area on impact, turning them unable to attack. Cancels all abilities currently channeled by these Squadmembers.
- **Expose Weakness**. *Channeled.* Points with a laser at target enemy Squadmember, reducing its armor.
- **Scout Drone**. *Reinforcement.* Calls a scout drone which can be used to obtain visibility until it is destroy after some time.

The Maps

The current version of Hostile Worlds includes two multiplayer maps.

Legend

Blue Area	Possible Artifact Location	Gives Victory points
Red Area	Damage Area	Damages Units
Green Area	Slow Area	Slows Units
⬜	Tower	Gives Visibility
🔺	Alien Camp	Spawns Aliens
🟢	Start Player / Team 1	
🔵	Start Player / Team 2	

HW-Desert

A small 1v1 map in a hostile desert environment. Two damage and slow areas separate the teams from the artifacts, while two towers give their controllers an overview of the terrain. Watch out and don't get knocked into the Descent which is separating the map into two halves!
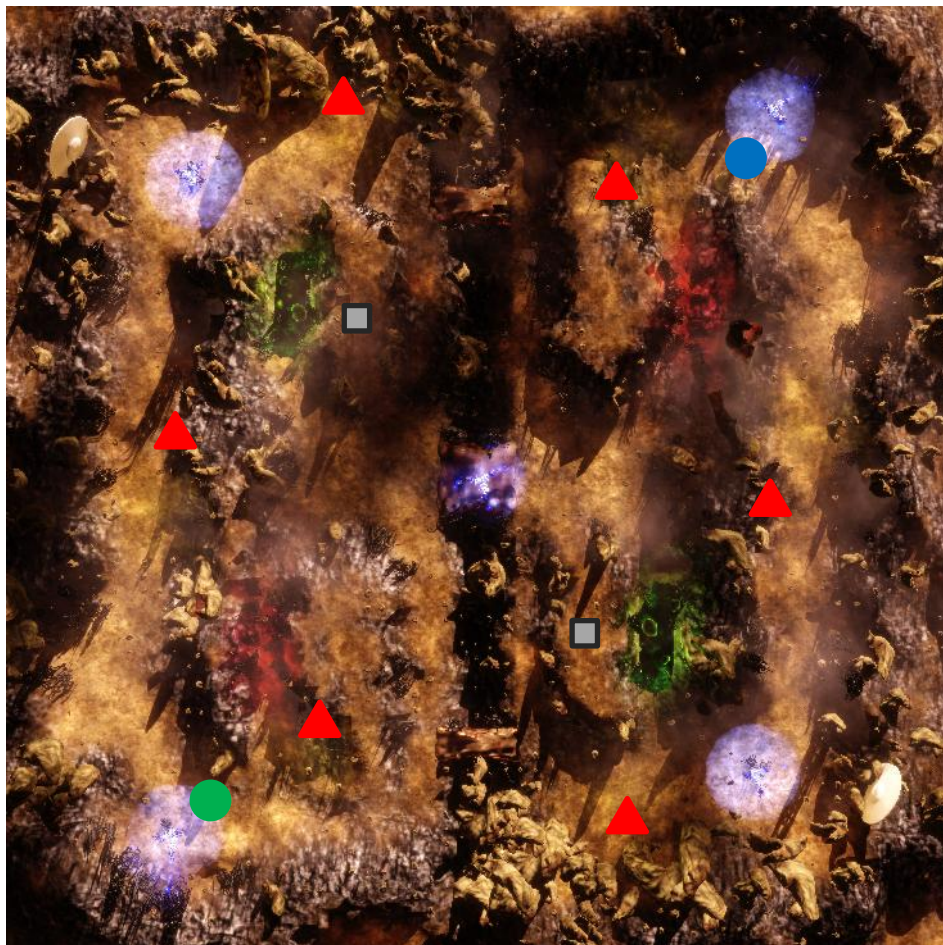
Figure 3: HW-Desert

HW-Ruins

A big map that is suited for two to four players, divided into two teams. It is characterized by its many slow areas and the wreck of an ancient space ship whose generator is still active. Five artifact locations and three towers are available for the teams to fight about!
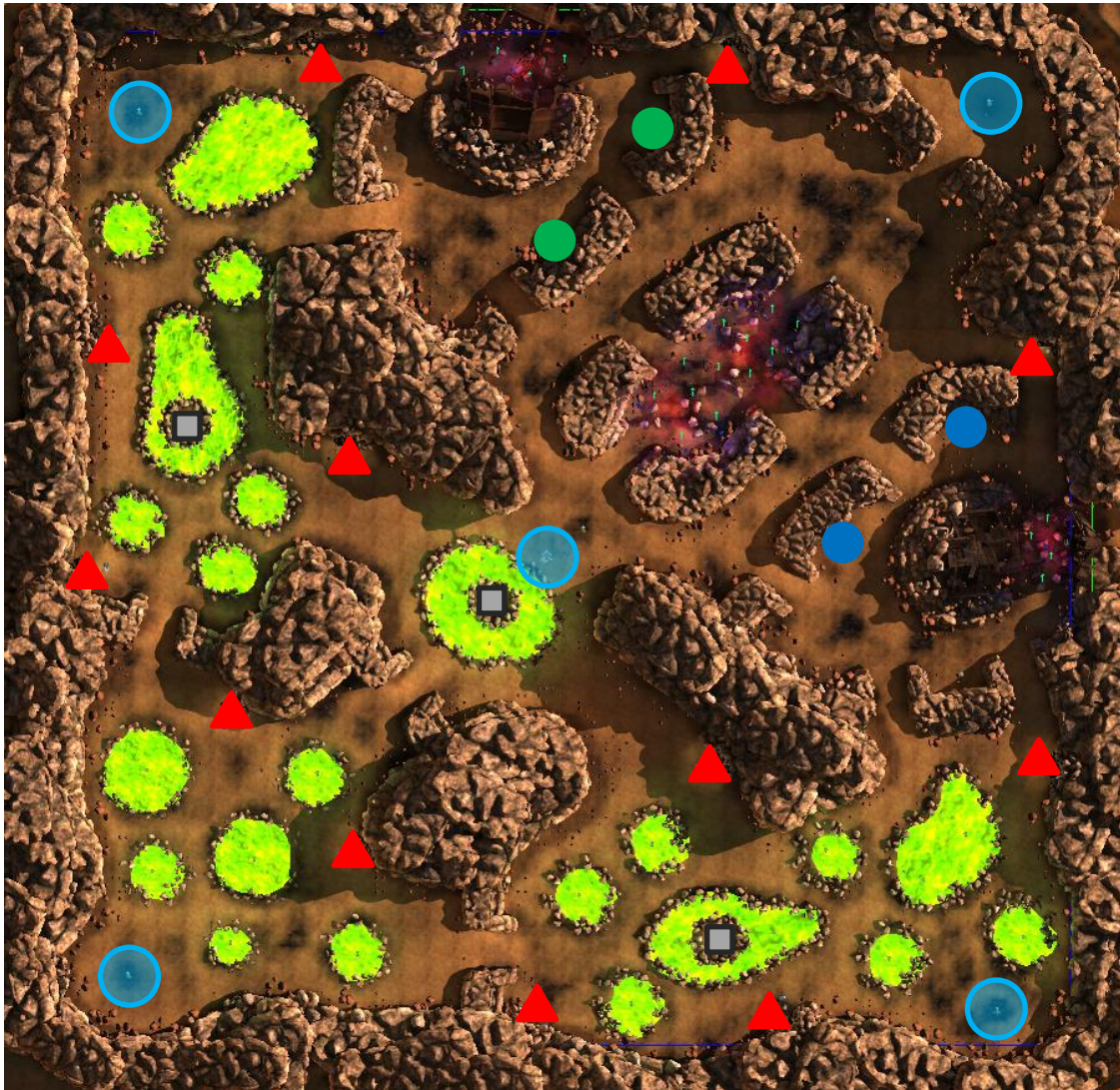
Figure 4: HW-Ruins

4. User Interface

Description

The in-game user interface always shows a part of the actual environment where the game takes place and where the player can select units and give them orders.

Every unit has its own sight radius. The *fog of war* occludes areas the player's units cannot see: these areas are greyed out so the player still can see the environment but is unable to see enemy units.

The User Interface is divided into the following sections:

☐	Commander window	Click **C** to access the "Call Squadmember" menu. Click on a button to call the respective Squadmember.
		Click **T** to access the "Tactical Abilities" menu. Click on a button to trigger the respective Tactical Ability.
☐	Minimap	Shows a small version of the map (see [The Minimap](#)).
☐	Unit status window	Shows information of the selected unit (Level, Structure, Shield, Damage, Range, Buffs, etc.).
☐	Game status window	Shows vital game information, such as the current score, the elapsed time, the current number of Squadmembers and Shards.
☐	Ability window	Shows the abilities of each Squadmember class among the selected units.
		Not yet learned abilities are shown with inactive icons, learned and ready abilities are active. Click on an inactive icon in order to promote one of the selected units of the respective class and learn the ability. Click on an active icon in order to trigger the ability of one of the selected units. Click **D** to dismiss one of the selected units of the respective class.
☐	Tooltip window	Shows a tooltip corresponding to the ability the mouse currently hovers over in the Ability window.
☐	Order window	Click **M** to trigger a Move order (all selected units move to the target position regardless of enemies).
		Click **S** to trigger a Stop order (all selected units stop moving).
		~~Click **H** to trigger a Hold Position order (all selected units stop moving and defend their current position. They don't chase enemy units anymore).~~
		Click **A** to trigger an Attack order (all selected units move to the target position and attack enemy units on the way).
		Click **Focus** in order to focus the selected unit.
		Click **Respawn** in order to respawn a dead Commander.

Figure 5: The User Interface

The Minimap

The Minimap to the bottom-left shows a small version of the map and the location of visible units. The environment and available artifacts are always shown, regardless of vision.

■ Available Artifact

■ Own unit

■ Enemy unit

■ Alien

Figure 6: The Mini Map (zoomed and actual size)

Controls

Action	Command	Description
Camera Move Up	Up	Moves the camera up
Camera Move Down	Down	Moves the camera down
Camera Move Left	Left	Moves the camera left
Camera Move Right	Right	Moves the camera right
Camera Rotate Y-Axis	Y, X	Rotates the camera clockwise or counterclockwise
Camera Rotate Z-Axis	Mouse scroll up or down	Rotates the camera down or up
Control Group Assign	CTRL + [0..9]	Assigns the selected unit group to a number
Control Group Recall	[0..9]	Selects the assigned unit group
Multi unit selection by class	Double left mouse click on unit	Selects all units from the same class and team
Select Commander	Space	Selects and focuses the Commander
Move Order	M + Left mouse click, or Right mouse click on location	Unit moves to the location
Attack Order	A + Left mouse click on location	Unit moves to the location, attacking enemy units on the way
Stop Order	S	Unit stops
~~Hold Position~~	~~H~~	~~Unit stops and doesn't move from the location~~
~~Minimap toggle~~	~~N~~	~~Maximizes or minimizes the minimap~~
Use ability	Q, W, E, R	Uses the units' respective ability
Call Rusher	I	Calls a Rusher
Call Engineer	O	Calls an Engineer
Call Hunter	P	Calls a Hunter
Dismiss Squadmember	D	Dismisses the selected Squadmember
Show all health bars	Alt	Shows all health bars
Screenshot	F9	Makes a screenshot

5.   Game Setup

Hostile Worlds is a multiplayer game and requires at least two players. One player must host a game and the others can join it.

The player hosting the game must configure Port forwarding of port **7777** in his router onto his PC.

Main Menu
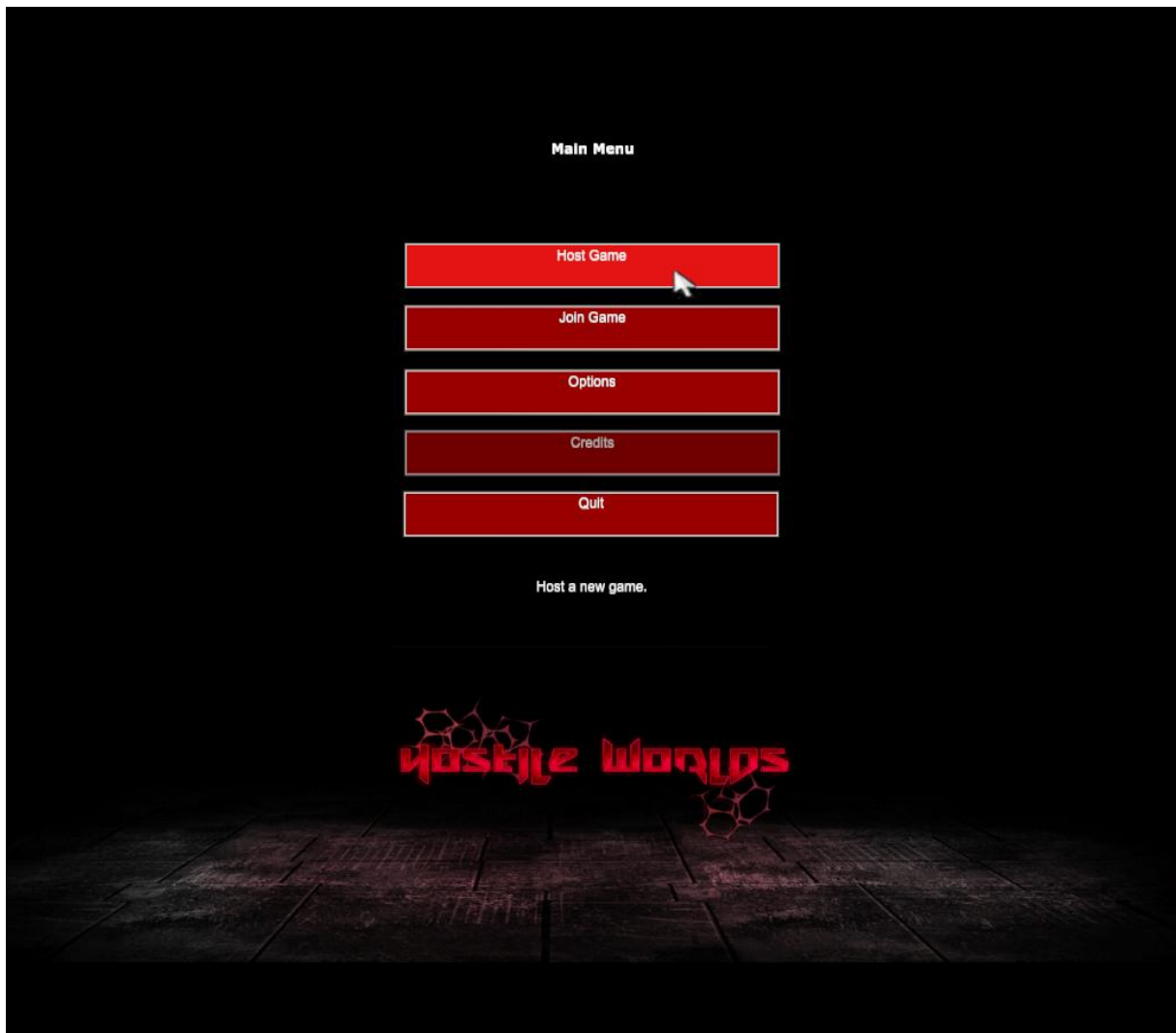
Click "Host Game" or "Join Game" in the Main Menu.

Figure 7: The Main Menu

Host Game

- Choose a map
- Configure your Player Name, the Score Limit and the Time Limit
- Click "Host Game" to start hosting the game and enter the Prematch Lobby
- Players can only join after the Host has entered the Prematch Lobby
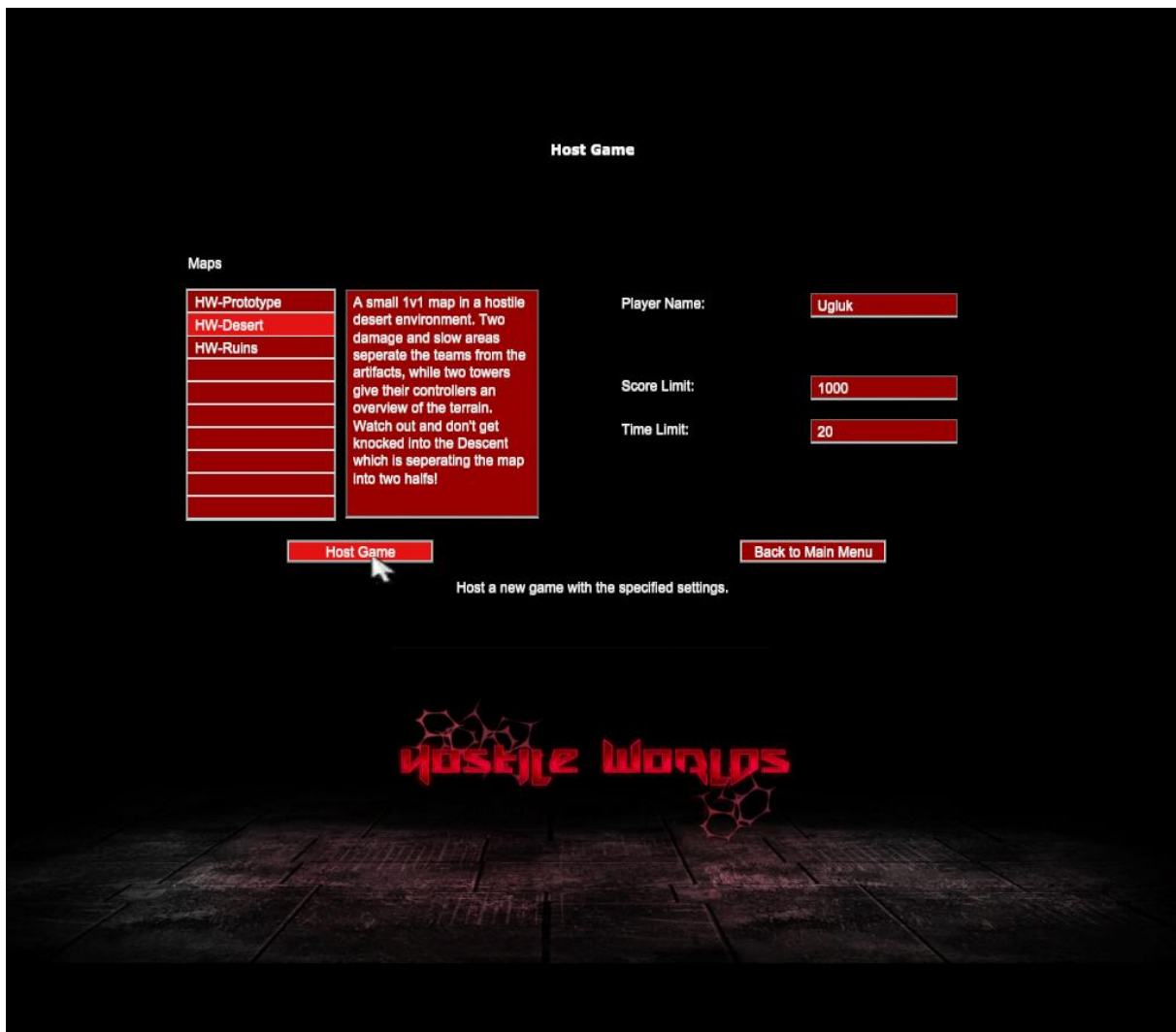
Figure 8: The Host Game Menu

Join Game

- Wait until the Host has entered the Prematch Lobby

- Configure your Player Name

- Enter the hosts' public ip (The host can get it from http://www.whatismyip.com/)

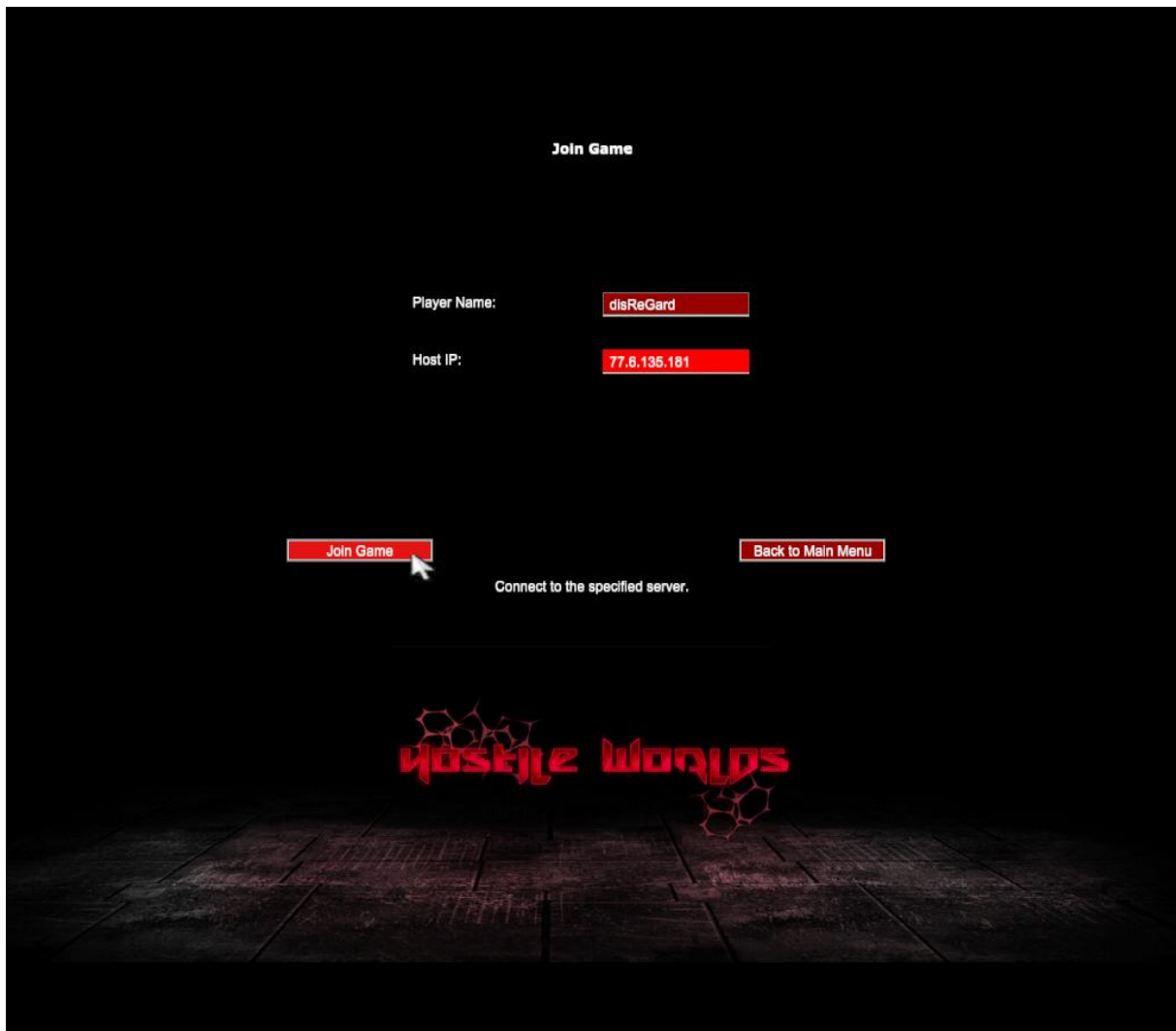- Click "Join Game" to join the game

Figure 9: The Join Game Menu

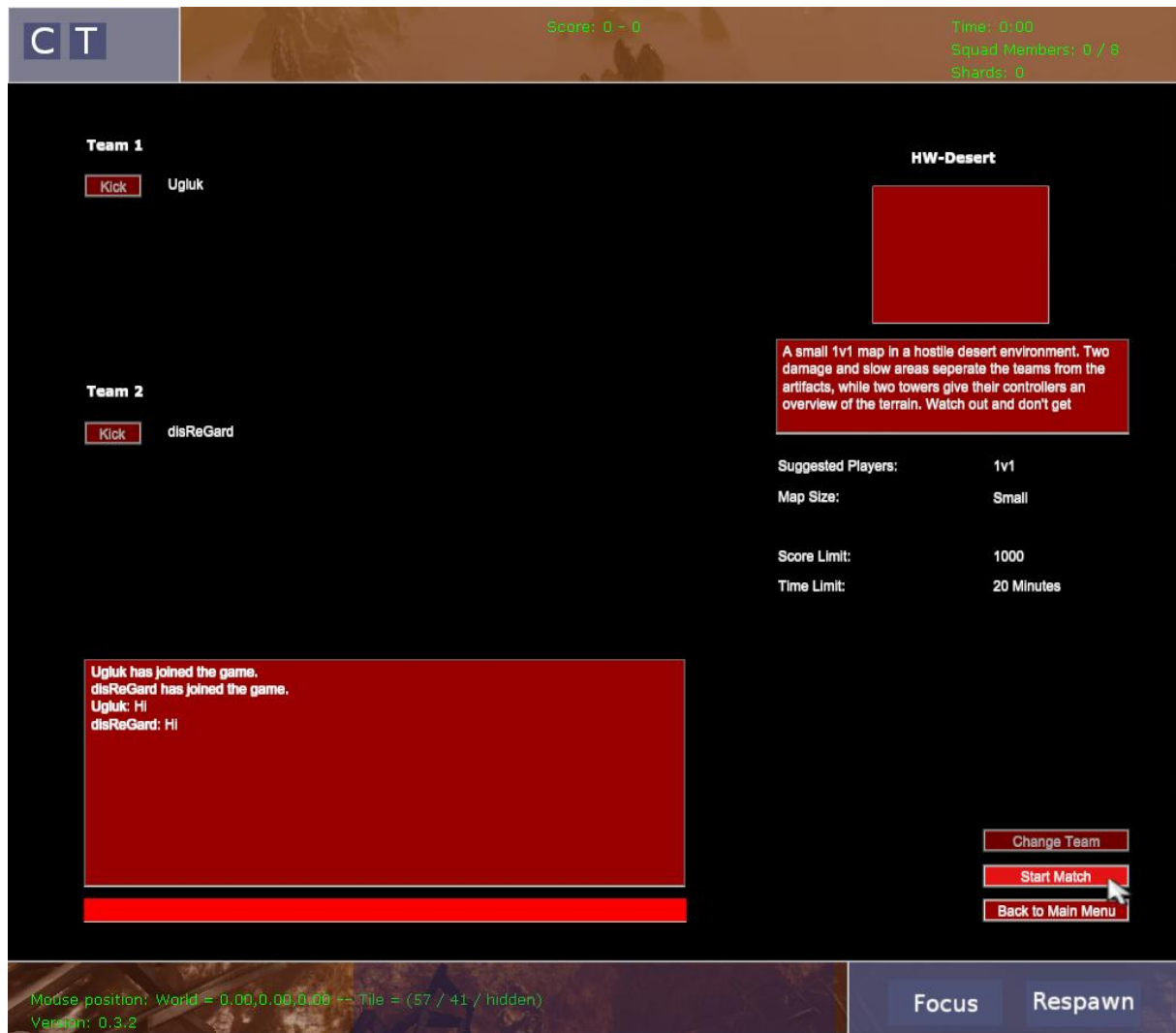# Prematch Lobby

- Chat

- Start Match (only for Host)

Figure 10: The Prematch Lobby

6. Credits

Game Design

2nd Reality Studios

Art Director

Daniel Thiele

Programming

Nick Pruehs, Marcel Koehler

Concept Art

Daniel Thiele

3D Models

Daniel Thiele, Peter Aldred, Jason Mathews, Chris Soyere, Pat Saweit

Animations

Daniel Thiele

Level Design

Daniel Thiele, Mark Mueller

Interface Design

Daniel Thiele

Music

Kevin Salchert

Sound Design

Kevin Salchert

Voice Acting

Kevin Salchert, Matthew Salchert, Peter Lish, Rachel Salchert, Courtney Berghahn

Environmental Art

Peter Aldred

Particle Effects

Dmitry Vitkin

Hostile Worlds Weeklies and Trailers

Daniel Thiele, Nick Pruehs

Game Manual

Marcel Koehler

Web Programming

Brian Montana

Story and World Design

Stephen Kent

Marketing

Daniel Thiele, Nick Pruehs

Testing

Tobias Lange

Additional Art

Aitana van Mourik

Technical Assistance

Pascal Bady