

PROD121-21S2

Developed by GameBros: Brayden Cooke - Alex Bull - John Daniels - Jeremy Kiel - Daniel McGregor

<u>Features</u>

- · 20 Strategy Battle Simulator
 - 3 Game modes PvP/PvE/EvE
 - Complex Evolution System
 - 15+ Evolutions
 - 3 Units: Soldier/Spitter/Defender
 - Multiple Combat Paths
 - An options menu!
 - Space Ants!

Controls

- Mouse click to spawn units

- Spawn Soldier

A: L

- Spawn Spitter

📆 D: L

- Spawn Defender - Select Tunnel

TUNNELS W:

- Select Surface

| | W · D

- Select Evolution 1

E:U

- Select Evolution 2

R:1

- Pause Menu

ESC

FAC

- How do I spawn units?

- Either with the mouse click, or by pressing the associated hotkey while you have enough DNA.
- How do I win?
- Destroy the enemy hive. Units will attack the hive when they reach it.
- What do each of the unit buttons mean?
- The sword is the soldier. The acid drop is the Spitter. The shield is the Defender. How do I gain DNA?
- DNA is gained passively over time. You can also gain DNA by defeating enemies. My units are weaker than the enemy, what do I do?
- You need to evolve your units to get stronger, evolutions are listed in the HUD.
 Do evolutions repeat?
- No, once an evolution has been seen, it will not repeat.
- I had a unit defending but the attacker kept attacking the hive, why did it not focus my unit?
- Units will prioritize the hive if within range, stop them from getting close to your hive! How do I play with 2 people?
- To play 2 player, one player plays on the left side of the keyboard, and the other is on the right side.
- Is there a time limit and how do I quit?
- No. Play until one hive is defeated. Quit by pressing ESC in-game, then selecting Exit.