

Perseus RTS

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How To Play

The game can be accessed by visiting <http://people.oregonstate.edu/~downinmi/Perseus/>

When the page first loads you will come to a menu from which you will be able to start an easy game, a hard game, or load a game. Choose easy game if it is your first play .

When the game starts you will have a single fort and two workers. The point of the game is to gather resources, build buildings, and use those buildings to build an army with which to fight the computer army.



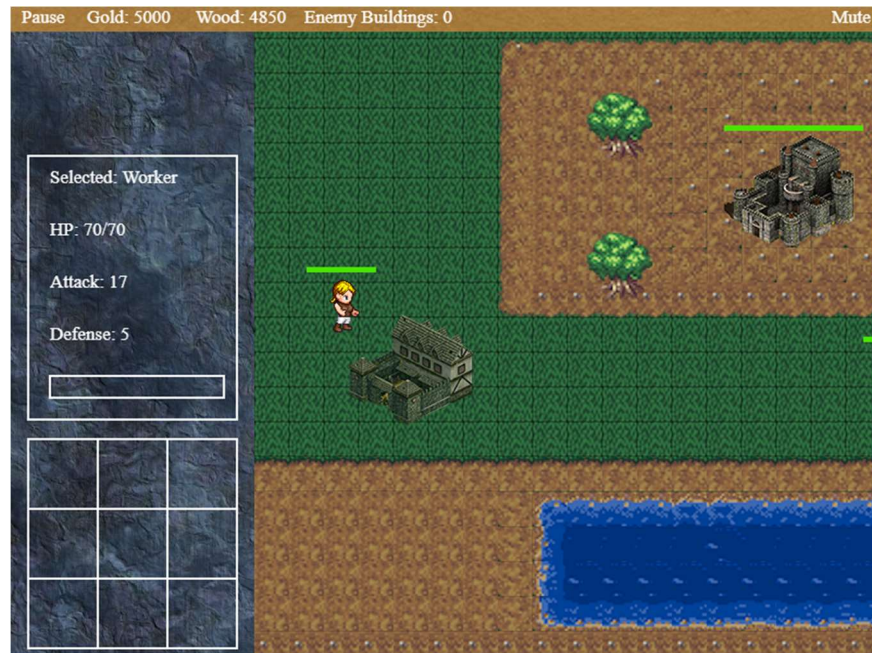
Start Condition

The first step is to gather gold with your worker and train more workers.

To train a worker, select the Fort building and press the B key to enter build mode, then press the W key to select build a worker. After a few seconds a worker will emerge from the building.

To gather resources, click on a worker unit, and press G on your keyboard. Now click on either a gold mine or a tree and the unit will start gathering. Mines must first be built once you have gained enough wood.

Some workers should be assigned to gather wood, some to gather gold.



Building a Barracks

Once you have enough resources you should build a barracks. This will allow you to build sword infantry and pikeman. To build a barracks select a worker unit and press B on your keyboard to enter build mode. Then press R to select barracks. This will allow you to place a barracks somewhere on the map, then the worker will start building it.

Once the Barracks is built you can build Sword or Pike troops from it. Simply select the building and press B to enter build mode. Then press S for a Sword Infantry, or P for a Pikeman. If you have enough resources, the unit will be trained.

Once you have enough resources you will be able to build an Archery Range and a Wizard Tower as well. (Archery range is A in build mode, Wizard Tower is W in build mode).

From these buildings Archers and Wizards can be trained by selecting the building pressing B- then A or B- then W respectively.

Once combat units are built they can either move or attack. To move a unit, select the unit and press M, then click where you would like the unit to move. If you click a valid space, the unit will move there. To attack enemy units select your unit and press A, then click on the enemy unit.

Units can be selected in a group and all issued the same command by dragging a box around the units, then issuing commands as normal.

Archers and Wizards have a ranged attack that can damage enemies from afar. Additionally, the wizard's fireball attack will damage all hostile units around the unit it hits.

Unit Commands
G: Gather (Worker Only) B: Build (Worker Only) A: Attack M: Move

Build Menu Commands				
Worker	Fort	Barracks	Archery Range	Wizard Tower
F: Fort A: Archery Range R: Barracks W: Wizard Tower	W: Worker	S: Sword Infantry P: Pikeman	A: Archer	W: Wizard

In order to defeat the enemy player you will need to build up an army large enough to deal with the computer's defenders. Pikeman are better than Sword Infantry, but more expensive. Similarly, wizards are better than archers, but cost a premium. When you feel like you have enough of an army, attack the enemy forces.

Target the wizards and archers of the enemy or they will do serious damage to your forces. Once the enemies defenders have been dealt with, attack the buildings themselves. When all of the buildings are destroyed, you win! However, if you take too long the computer will attack, and should you lose all of your buildings you will lose the game. Good luck!