

The image shows the front cover of a book bound in dark brown, heavily textured leather. The leather has a mottled appearance with various shades of brown and some lighter, worn areas. At the top, there is a horizontal leather strap with two circular metal rivets. On the right side, there is a vertical leather strap with a single circular metal rivet. The title "Dying Breed" is centered on the cover in a stylized, italicized font with a metallic, three-dimensional effect.

***Dying
Breed***

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1. Dying Breed

What is Dying Breed?

Dying Breed is a classic base building RTS game, set in a past alternative timeline, featuring 2 unique factions with a common enemy.

Dying Breed is a pixel-art real time strategy game set in an alternative time-line. Where WW2 ends in 1951 with nuclear holocaust and after 40 years of peace, a new powerful source of energy start emerging from underground.

An evil mastermind is the first to understand the true power of this new energy source.

Two factions and neutrals will fight for power and control. Fight as a human or a mutant-cyborg in this thrilling old school RTS game!

Play as a commander leading your army into different missions that will trial your skills.

Fast tempo combat tactics will demand your attention, concentration and memory. In this isometric pixel art aesthetic journey, new experiences and features will surprise and encourage you to determine humanity's fate!

Explore and attack by ground, underground, air or water.

Get inside buildings and caves and play simultaneously in different places. Use heroes with special abilities to solve difficult scenarios and discover our diverse mission objectives design that will make every mission different!

Dying Breed is a love letter to first generation base building RTS games,

A tribute to science fiction cult movies, and an homage to games OST!

Resumen:

The Dying Breed universe is situated in a parallel timeline where some specific history events are different from the real ones, Like Hitler not breaking Ribbentrop-Molotov agreement, making him able to wage war in one less big battlefield.

The game will feature two campaigns, portraying the war between the West World Alliance (WWA) and the Empire Ascending Order (EAO). Antagonist rivals, good vs evil.

The User will have to pick his side! Fight evil or become evil!

The tasks of the player are to sneak behind enemy lines, neutralize enemy targets, navigate through puzzling levels, secure, destroy or corrupt target objects or units, invest resources, construct bases, train units and ultimately defeat the opponent.

Tesla Punk Uchrony, when due to nuclear devastation, the world was reconstructed by a good and renewed kind of energy, inspired by Tesla discoveries. An Evil kind of technology inspired by Phillip K. Dick science fiction books interrupts progress...(Clones, Mutants and Cyborgs)

STORY PROGRESSION: 15 single player missions in each faction, difficulty on the rise with each mission you accomplish. Diverse mission design will make each one different from each other.

Each new mission should present a new enemy unit or construction, making the player learn his strategy to overcome the enemy. With each mission bigger maps, and bigger enemy armies.

VICTORY CONDITIONS: Destroy enemy assets, capturing enemy building, escort units or vehicles, if u dont have special mission objective the victory condition is to destroy all enemies

LOSING: you lose if: you have a special unit and it dies, or if you can't achieve the mission objective before times run out, or if you lose all your army against enemies.

FMV videos will appear after you succeed or fail on a mission.

Classic RTS 2d (2.5D) isometric perspective game style, inspired on RTS and RPG games from 95-99 with 256 different colors (W95).

Players may finish the two campaigns in around 30 hours.

There are many ways or paths to achieve victory in Dying Breed.

1.1 Campaigns

2 campaigns, one from EAO and other from WWA, each one in a different continent(may be both worldwide map missions selection), with secret optional difficult missions.

Each campaign will be pseudo linear, as the player will not be allowed to replay a previous mission, and the decisions they have made will be saved until the end of the game. You can only replay a level by starting the campaign from scratch or from a saved game. Each mission can be restarted from the beginning as a form of Retry (as if the mission fails, "Game Over"), but once it is completed, it will not be possible to go back, only if a save point was created.

Each of the 15 missions for each faction will increase in difficulty, map size and variety of creatures, vehicles and buildings. Any of these levels will have different types of objectives and defeat conditions, so the user will have to use different mechanisms and techniques, adapting to overcome each one of them.

1.2 States of the game

A) INSTALLATION: The installation video is a sequence of pictures and narrations explaining what happened in the parallel storyline that have happened in the Dying Breed universe. Also EMA (Electronic Media Advisor) will make you hack your entrance to the game (inspired in Red Alert 2 installation animations) Red Alert 2 Installation

B) INTRODUCTION VIDEO: Fake zapping/surfing documentary shorts. It consists of several consecutive shorts of different lengths and presentation formats, as if the player was zapping on a television. This video will only be viewed the first time the game starts and cannot be skipped. Sequence of video shorts (15) from 5 to 20 seconds with current or random events/shows of present timeline where Dying Breed is situated (inspired in Tiberian Dawn intro). Command&Conquer: Tiberian Dawn - Intro



C) SIDE SELECTION: You must select the campaign with which to start playing, West World Alliance (left) or Empire Ascending Order (right). According to the selected side, briefing video will be seen in media screens where your superior will explain how you should proceed to get to the next mission. He will also provide information on new technologies that will be acquired in the different missions.



C+) MUSIC BAND SELECTION, the idea of being able to pick the Original Soundtrack Band (Iñaki and Pablo or Fer) that you will listen to while playing the campaigns.

https://www.youtube.com/watch?v=LYMLfyGi6Sw&ab_channel=DyingBreed

Dying Breed - EAO OST - Komori by Ignacio L , Pablo F

D)3D transition animations based on missions (intros and outros).

E) Scoring and qualification: Once the mission has been accomplished, the scoring menu is accessed where the player will visualize his qualification and will be able to add his name to the "top scores" lists.



F) After the mission is accomplished you can access for the first time to the territory control MAP to choose the next mission. Then a new briefing mission FMV video intro, with one of your superiors, and secondary intro video will be played.

(insert picture)

2. Prologue

World War II and the nuclear holocaust (What happened before Dying Breed present events)

After the first global war that mankind had experienced, the Great War, tensions between the formerly belligerent countries quickly rose again.

Hitler, who promised the German folks security and economic reconstitution in exchange for absolute power. His demand for stability quickly resulted in local wars with neighbor countries, annexing one by one.

The global powers that be, the United States and Soviet Russia watched reluctantly as events unfolded. As a result, the countries in Europe who did not subordinate to the Germans military, including Great Britain, were heavily bombed.

By 1945, Nazi Germany sought to conclude their military superiority by funding research to engineer nuclear weapons and deploying their recently developed V5 rockets in space. Only then Roosevelt and Stalin entered the War.

To the detriment of the civilian population and infrastructure, the now unleashed global war was fought with total determination.

By 1951, Germany could not withstand the two front war any longer, and the defeat of the German military became apparent. Seeing Europe in ashes, Hitler decided to retaliate and initiated the "Doomsday machine" (Dr. Strangelove (7/8) Movie CLIP - Kong Rides the Bomb (1964) HD), a series of 200 weapons of mass destruction targeting the most important industrial and civilian centers of the remaining world, shattering whatever remained of America and Europe.



2.1 Historic different events (timeline)

This is what is going to be shown in installation diapositives with a voice over (voz en off):

1856:

Tesla was born, he will time travel. He never worked for the US military, only by himself or contractors. his patents were stolen.
(add fake history notes from rulers and kings of WW1 era)

1939:

Molotov Ribbentrop treaty not broken.
War vs Britain and French Underground resistance spread across all of Europe, an underground government is created.
Normandy invasion doesn't occur, USA enters late to war.
Hitler's helps his totalitarian southern allies to create Nueva España, Nova Roman Empire and New Ottoman empire.

1941:

V2, V3, V4 rockets devastate Britain.
Nazi rocketeer technology (V5) advances at giant steps. They reach space.

1943:

Tesla doesn't die, he seems to be younger.

1945:

Roosevelt doesn't have polio. He was never in a wheelchair.
US and USSR declare war against Hitler and the Nazis.
Hitler controls a large part of Europe, he is surrounded now that Stalin breaks peace agreements. Hitlers allies Spain, Italy and the Ottomans won't help, they are too busy expanding their frontiers to north africa and middle east.
US and USSR only use conventional weapons.
French underground resistance attack guerrilla style from beneath the soil start destroying Nazi infrastructure and depots, preparing the field for "operation sandwich"(USA and USSR coordinated attack)
Computation and automatizations are created.

v5 placed into space

1951:

Hitler notices he is going to be defeated.

As an act of retaliation ("städte ausradieren"), Hitler use the doomsday machine and sends 200 nukes to important places.

Both sides end up social, military and economically devastated.

Everyone's military remains inoperable.

Hitler disappears with unknown fate.

Stalin, Roosevelt and most world leaders died.

No ceasefire treaties because there was no one left to make either peace or war.

Cities are destroyed by nuclear holocaust, supply lines are no more, people are starving, communication destroyed.

Nuclear holocaust in North America, Europe, SouthEast Asia and Oceania.

Massive migrations to the south hemisphere.

The US east and West coast are eradicated forever. Some places in the Rocky mountains and central continent remain standing.

1960:

Nikola Tesla, who had gained international reputation and traction with a series of groundbreaking wireless power supply technologies such as the Wardenclyffe Tower, decisively shaped the standard of living of the new emerging world. He seems younger than ever.

Baby boomers, Tesla tv, wireless power energy.

1970:

"Substance D" started emerging from underground, discovered in central africa. Noyi, Gabo, Winkel, Luca and Ubik are born.

1994/95:

Dying Breed game starts.

2.2 Substance D and disappearing scientists

With Europe devastated and Africa being the only continent left intact, survivors started to migrate to Africa and South America resulting in a new golden age for those continents.

In the 1970ies, an unknown mineral had been observed in Central Africa. Not only did it spread and propagate over time. But it also exerted strange effects on wildlife that came into contact with it. The mineral became known as "Substance D".

In 1994, a geology student named "Luca" who studied the mineral discovered that it could be used for military and evil propouses. In an attempt to alert the world, she hacked a TV signal and broadcasted her warning. But the transmission abruptly ended and before she could deliver the warning, she was kidnapped. The incident was followed by a series of disappearances of other scientists who were involved with the study of Substance D.

1990

The year 1990 it spread in earth, and start to being studied.

Substance D reproduced itself, flourished by larvas, worms, tentacles.

Ubik is an irrelevant random citizen. No one knows who he is, or what his occupation is.

Having passed since that episode known as the "great mistake" more than 40 years of peace.

It is 1994.

Four decades have passed since the Allies and Axis powers have mutually destroyed each other's military, industrial and civilian infrastructure, leaving hundreds millions dead or impoverished.

With all civilian, industrial and military infrastructure in the northern hemisphere destroyed, south hemisphere countries led by central African nations developed as the new industrial and cultural center of the world.

Luca discovered the potential of substance D.

Luca tries to hijack tv signal and try to tell the world something about substance D.



Before she could tell her truth she disappeared, and was cut off from the line.

In 1990, Luca S., a geology student from Central Africa had discovered a blue-shimmering mineral, subsequently known as "Substance D". She observed that it could make the mineral influence objects around it, mutating and replicating nearby objects, animals and plants. After having recognized that these properties allow for military usage, she rushed an attempt to alert the general public and leaders of the world by hacking into a TV station. But before she was able to complete the transmission, she was kidnapped, all in the eyes of the viewers.

Other scientists start to disappear

She is taken off the line before she can get to the point substance D allows cloning humans or even weapons! This technology shouldnt be in the hands of unethical and immoral people.

A series of mysterious disappearances of journalists, scientists and military leaders followed. It turmoiled the general public and gave rise to conspiracy theories, ranging from warnings of impending apocalypse to claims of religious salvation.

SUBSTANCE D: substance D started emerging from underground in the year 1970, discovered in central africa. By the year 1990 it sparse in earth, and start to being studied, in 1994 luca tries hijack tv signal and try to tell the world something about substance D, before she could tell her truth she disappear, some time later other scientist start to disappear

2.3 Ubik and the Empire Ascending Order

Over the course of the 1980ies and 1990ies, local Warlords gained more and more control over the African territory.

One of them, called Ubik, asserted himself as the dominant force and founded the Empire Ascending Order.



The threat became so large that a coalition of the civilian world, called the West World Alliance, formed to combat the terrorists.

In Dying Breed “good campaign”, you will play the Commander of the West World Alliance, infiltrating the hostile African territory and discovering their secrets one by one.

1994 UBIK

Ubik captured scientists, forced them to utilize substanceD in order to create a clone army and then raised a blitzkrieg from central africa, with the objective of holding all the lands where Substance D is “growing”

Ubik is the founder of Empire_Ascending_Order.



It took until 1995 until became known that it was a warlord from Congo named Ubik who was behind the disappearances. He gained so much power with brutal raids and capturing of military outposts and vehicles that he ultimately gained control over multiple countries in Central Africa, declaring him the autocrat of the "Empire Ascending Order".

Ubik and his followers will be known as the EAO (Empire Ascending Order). Generating a cult of personality, with military indoctrination of state and order, eugenics brainwashing and social and biological modification.

Millions of clones, he gained that mass by gathering more and more substance D. Ubik uses the underworld to strike by surprise.

The Westworld Alliance are europe and americans. They believe and follow the democratic ideals of collaboration, and they fight to remove the tyrant and his followers from power.

Ubik makes them fight with each other by spreading fake news, infiltration, and generating chaos.

To protect their status and freedom of their population, the european and american nationstates were forced to respond and united as the "Westworld Alliance".

Ubik will make a continental invasion from cental africa with his new cloning and replicating technology, gathering and murdering all presidents he can, and he will try to acquire most part of substance D in the world.

Ubik is megalomaniac autocrat.

Kidnapping its greatest investigators and forcing them to develop cloning and 3d printing technology for total domination , UBIK manages to make countries succumb to its absolute power, imposing its ideals on the world by force.

Substance D is discovered and the arms race to exploit and control the material begins. Ubik, a megalomaniac leader of an ancient millennial order, is the first to take advantage of the properties of this mineral. Kidnapping its top researchers and forcing them to develop never-before-seen weapons of war.

Carry out a continental invasion from central Africa with the military blitzkrieg technique and its new cloning and replication technology, gathering and assassinating as many presidents as you can on your way and trying to acquire as much of the world's substance D. Ubik manages to make the world succumb to his absolute power, imposing his ideals by force.

UBIK BLITZKRIEG: ubik will make a continental invation from centre africa w his new cloning and replicating technology, gathering and murdering all president he can, and he will try to adquire most part of substance D in the world.

CLONES, UBIK uses kidnapped scientist to create his war machine, by modifyng humans and using new adquired LUCAs substance D technology to make a CLONE blitzkrieg so he can adquire fast 75% of world substance D deposits wich is in AFRICA and create a new superpower country/mesiah/religion/clone army.

This is where the game begins, putting the player into the position of a commander of the Westworld Alliance landing in Central Africa to counter the Empire Ascending Order and to identify the role that Substance D plays in this.

3. Units and Characters - West World Alliance

Lieutenant Franco

Lieutenant Franco is in charge of your missions. He provides you the necessary instructions in briefings.

Follow his chain of command and you will lead your faction to defeat the terrorist organization Empire Ascending Order.



Private Yama

Yamandu, a soldier who appears on video only in the field (in pre videos or post videos, he always seems to die but eventually will survive).

Private soldier who will provide relevant information about the mission and how the battlefield is.



Commando Gambo



This is the primary combatant in the missions. With him, the missions succeed or fail.

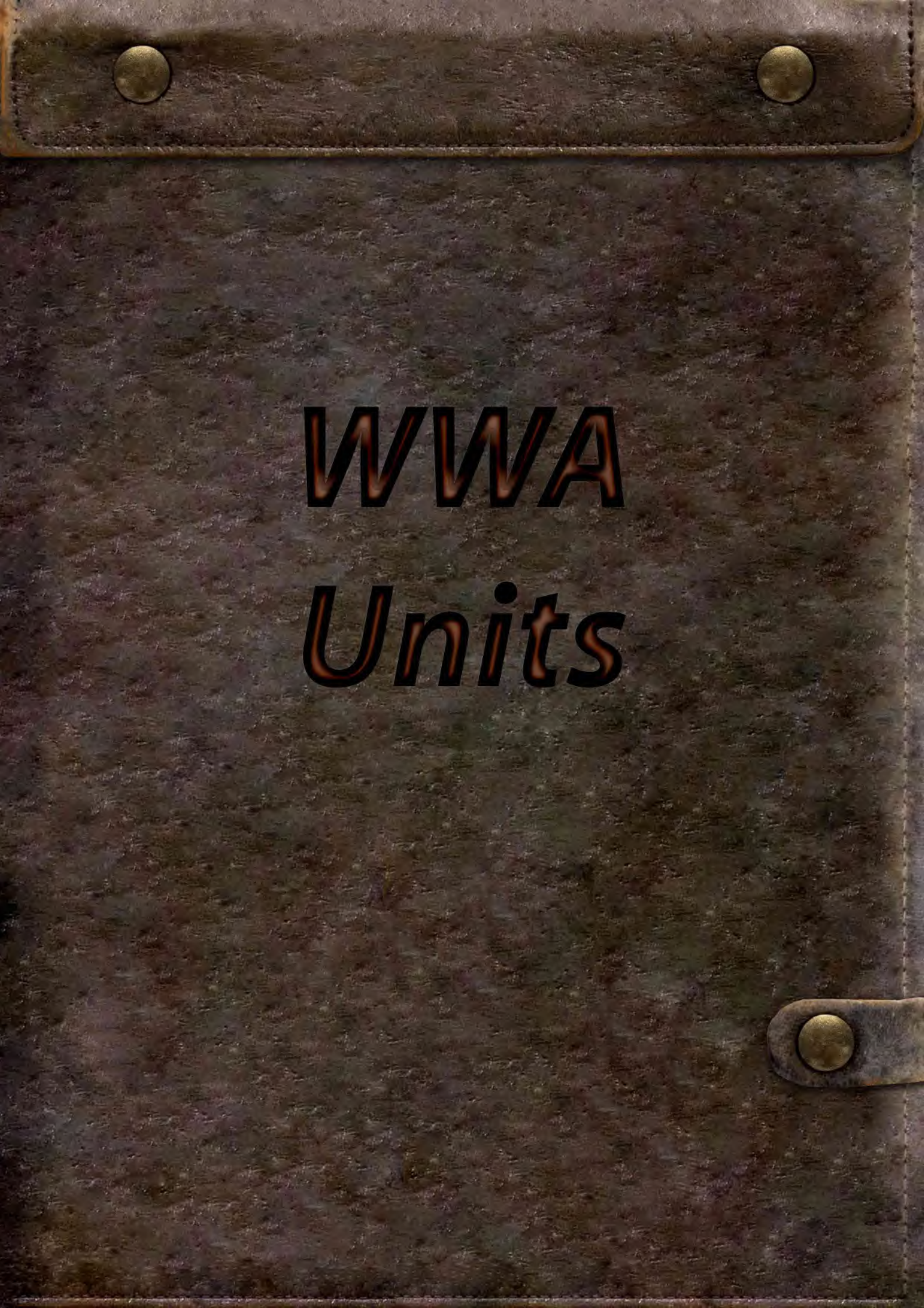
With the Commando, the results of the missions stand or fall. If he is killed in action, the mission fails.

He carries a long range rifle which allows him to shoot enemies before they can attack him.

With exceptional aim, vision and attack range and his ability to blow up buildings with explosives, the Commando presents superior tactical deployment in any war theater.

To avoid attracting enemies, the Commando is passive unless ordered. (gabriel), appear only on pre videos or post videos (rambo style thru rivers, woods, under bridge)(SPECIAL unit).

Secondary future abilities: swim, use rope, crouch, pick up petrol barrels, dig.

The image shows the front cover of a book bound in dark brown, heavily textured leather. At the top, there is a horizontal leather strap with two circular brass rivets. In the bottom right corner, there is a small leather tab with a single brass rivet. The title 'WWA Units' is centered on the cover in a stylized, metallic font with a 3D effect.

WWA

Units



Soldiers

Soldiers present the backbone of any infantry group. Equipped with an AR15, they can kill anything that breathes, man and mutant!

Soldiers have medium shooting range and damage and will automatically focus any enemy unit in their sight.

Range: Short

Armor: None

Weapon: AR15



Grenadier

The Grenadier has a longer range and greater destructive power than regular infantry. When used in groups, Grenadiers can be effective against heavily armored units and structures.

Range: Short

Armor: None

Weapon: Grenades





Bazooka Soldier

Whenever fortifications are in your way, the Bazooka Soldier will provide a comfortable way to take it out at distance.

Just like Rifle Soldiers, Bazooka Soldiers attack enemy units (but not buildings) automatically.

Range: Medium

Armor: None

Weapon: Hand grenade launcher.



Flamethrower

These soldiers are slower and more vulnerable to damage than other infantry (due to the fuel tank). The flamethrower can destroy structures and infantry in seconds using its flamethrower.

Range: Short

Armor: None

Weapon: Flame-thrower.



Medic

Any friendly infantry unit near a Medic will automatically be healed to full health. Medics, working in teams, make excellent additions to any infantry force.

Range: N/A

Armor: None

Weapon: First aid kit.



Attack dogs

Are the only unit capable of detecting spies attempting to infiltrate a base. Despite being unarmored and vulnerable to attack, dogs make an ideal in-base guard force against covert assaults by engineers, spies, and thieves.

Range: N/A

Armor: None

Weapon: Sharp teeth.



Spy

Having been professionally trained to be invisible to the enemies eye, the spy can infiltrate enemy bases without being discovered by most units.

Range: N/A

Armor: None

Weapon: Information.



Engineer

The Engineer has been trained to infiltrate and capture enemy buildings. Escort him to the target object and he will undermine the enemies own infrastructure.

Range: N/A

Armor: None

Weapon: None



Mig

The aircraft is known for its agility and speed. It is used for striking ground targets and conducting reconnaissance missions. It has a limited number of missiles.

Range: Medium

Armor: Light

Weapon: Missiles



Tiger

The universal machine is designed to perform a variety of tasks. The helicopter is equipped with machine gun weapons and two types of missiles - anti-aircraft and anti-tank.

Range: Short

Armor: Heavy

Weapon: Machine gun and missiles.





Dron

The drone is designed to collect information and monitor the environment. It has several cameras, sensors, and a communication system installed on it.

Range: Medium

Aarmor: Light

Weapon: Camera.



Falcon

This series of aircraft is equipped with missiles and has a long flight range.

Range: Medium

Aarmor: Light

Weapon: Missiles.



Gunboat

A high-speed and agile vessel designed for combat missions on water. It has light armor and is equipped with a machine gun.

Range: Short

Armor: Light

Weapon: 7.62 caliber automatic turret.



Slava

This is one of the most formidable warships in service. Its primary purpose is to destroy enemy surface ships, defend naval formations from attack, and provide firepower for ground forces.

Range: Extreme

Armor: Heavy

Weapon: Two double-barreled 155 mm artillery pieces.





HMS Dragon Sea gun

Due to its powerful armaments and high speed, the HMS Dragon is a formidable opponent for any enemy. It is able to perform various tasks, such as patrolling maritime borders, escorting other vessels, and providing fire support for Marines. Its arsenal allows it to attack both surface and underwater targets.

Range: Medium

Armor: Medium

Weapon: Missile system
and installation for depth
charges.



Cheledra

Is designed to perform various tasks, such as reconnaissance, patrolling of maritime borders, and the destruction of enemy surface ships and submarines.

Range: Medium

Armor: Medium

Weapon: Torpedo.



Typhoon

The submarine is capable of attacking enemy surface and underwater targets. It has a powerful engine, life support systems for the crew, and a variety of weapons, including missiles and torpedoes.

Range: Long

Armor: Medium

Weapon: Ballistic missiles and torpedoes.



Buggy

The design of the vehicles provides them with lightweight, cross-country capability and survivability, making them a valuable asset for gathering intelligence on the enemy and, due to the integrated machine gun, the ability to provide cover for allies.

Range: Short

Armor: Light

Weapon: 2-inch turret.





Bike

are used for various tasks, including supporting infantry, destroying enemy personnel, fighting armored vehicles, and firing at fixed targets. They can achieve high speeds on difficult terrain and have a great degree of autonomy.

Range: Short

Armor: Light

Weapon: Missiles.



Jeep

A jeep with a machine gun is used for various tasks, including reconnaissance, patrols, infantry fire support, and fighting lightly armored targets. It can reach high speeds off-road and has excellent maneuverability.

Range: Short

Armor: Light

Weapon: 2-inch turret.



Abrams

The Allied tank, a high-class combat vehicle, is well-armored and heavily armed. When used in conjunction with lighter tanks, it can draw enemy fire onto itself, while the lighter tanks eliminate the enemy threat.

Range: Medium

Armor: Heavy

Weapon: 105mm Cannon.



Artillery

Artillery plays an important role in providing fire support for the Allied forces. It is effective against armored vehicles and buildings, but its speed is slow, making it vulnerable to sudden enemy attacks.

Range: Long

Armor: Light

Weapon: 155mm Cannon.





Sherman

A tank with good armor works well in conjunction with infantry and can easily deal with enemy buildings.

Range: Medium

Armor: Medium

Weapon: 75mm cannon.



APC

An armored vehicle designed to transport troops and provide support for combat operations. The vehicle offers protection for the crew and passengers from small-arms fire and shell fragments.

Range: Short

Armor: Medium

Weapon: 16mm heavy machine gun.





Rocket Launcher

A self-propelled multiple rocket launcher system designed to target enemy personnel and equipment from long distances. It boasts high firepower and precision accuracy.

Range: Long

Armor: Light

Weapon: Jet rockets.



Laser Truck

The laser installation is used for air defense and the destruction of drones and other aircraft.

Range: Medium

Armor: Light

Weapon: Laser.



HeavyArt

Artillery is designed to target particularly important enemy positions and objects deep within their defenses. It has a powerful firepower and long range, allowing it to hit targets from a distance.

Range: Long

Aarmor: Light

Weapon: 152 mm double howitzer.



Flametank

The unique battle tank is equipped with a powerful flame gun. This makes it great for eliminating enemy soldiers and fortifications.

Range: Short

Aarmor: Medium

Weapon: Flamethrower installation.



Convoy Truck

A powerful and reliable vehicle designed for the transportation of goods and personnel in combat or emergency situations. It has excellent cross-country capability, maneuverability, and damage resistance.

Range: N/A

Armor: Heavy

Weapon: None.



Missile Launcher

A mobile rocket launcher is designed to launch high-precision missiles. It is an armored vehicle equipped with powerful engines and a sophisticated guidance system that enables it to accurately hit targets at long distances.

Range: Long

Armor: Light

Weapon: A nuclear missile.



Miner

The drill transport is excellent for surprise attacks. It provides protection for the crew while they are underground.

Range: N/A

Armor: Heavy

Weapon: Drill.



Midas

The largest universal tank, nearly four times the size of the Abrams tank, is designed to protect against aerial threats and support ground operations. It is equipped with state-of-the-art armor and a powerful weapon system.

Range: Medium

Armor: Heavy

Weapon: Two 125 mm cannons and two missile systems.





Range: Medium

Armor: None

Weapon: Large-caliber assault rifle.



Range: N/A

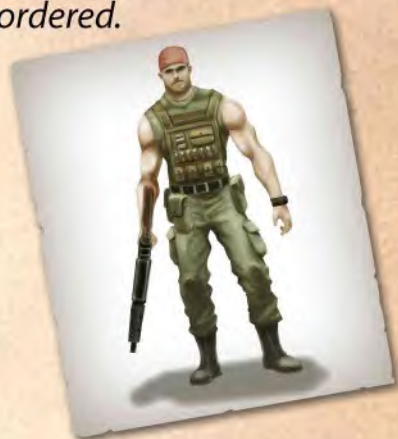
Armor: None

Weapon: Two swords.

Commando

In *Dying Breed*, you play the role of the Commando unit. With the Commando, the results of the missions stand or fall. If he is killed in action, the mission failed.

With exceptional aim, vision and attack range and his ability to blow up buildings with explosives, the Commando presents superior tactic deployment in any war theatre. To avoid attracting enemies, the Commando is passive unless ordered.



Winkel

The girl with two swords is a skilled martial artist and expert in weaponry. She can engage multiple opponents simultaneously, using her swords like an extension of herself. Her fighting style is unique and unpredictable, making her a formidable adversary for anyone who crosses her path. She also possesses the ability to teleport.





Luca

Luka is a scientist who has developed a serum based on a mysterious substance called "substance D". With the help of this serum, she has acquired the ability to transform into a powerful monster for short periods of time. However, as she continues to drink the substance, there is a risk that she may lose control and not be able to return to her human form. While in monster form, Luka is invulnerable to damage and can cause significant harm to her enemies. However, she must be careful not to overdo it, as the longer she remains in this state, the greater the risk of losing her mind.

Range: N/A

Armor: None/invulnerable

Weapon: None





Harvester

This machine is used to mine and transport ore to a processing facility.

Range: N/A

Armor: Heavy

Weapon: None.



Barracks



Soldier



Bazooka Soldier



Grenadier



Engineer



Medic



Dog



Barracks



Radar



Spy



Wink



Commando



Barracks



Laboratory



Luca



Noyi



Flamethrower



Vehicle Factory



Bike



Baggy



Jeep



Sherman



Vehicle Factory



Barracks



APC



Convoy Truck



Miner



Vehicle Factory



Repair Sitem



Abrams



Artillery



MCV

ALLIED UNIT HIERARCHY



Vehicle Factory



Laboratory



Laser Truck



Heavy Art



Rocket Launcher



Midas



Missile Launcher



Flame Tank



Barracks



Refinery



Harvester



Shipyard



Gunboat



HMS Dragon Sea



Cheledra



Shipyard



Laboratory



Slava



Typhoon



Aircraft Field



Tiger



Airfield



Dron

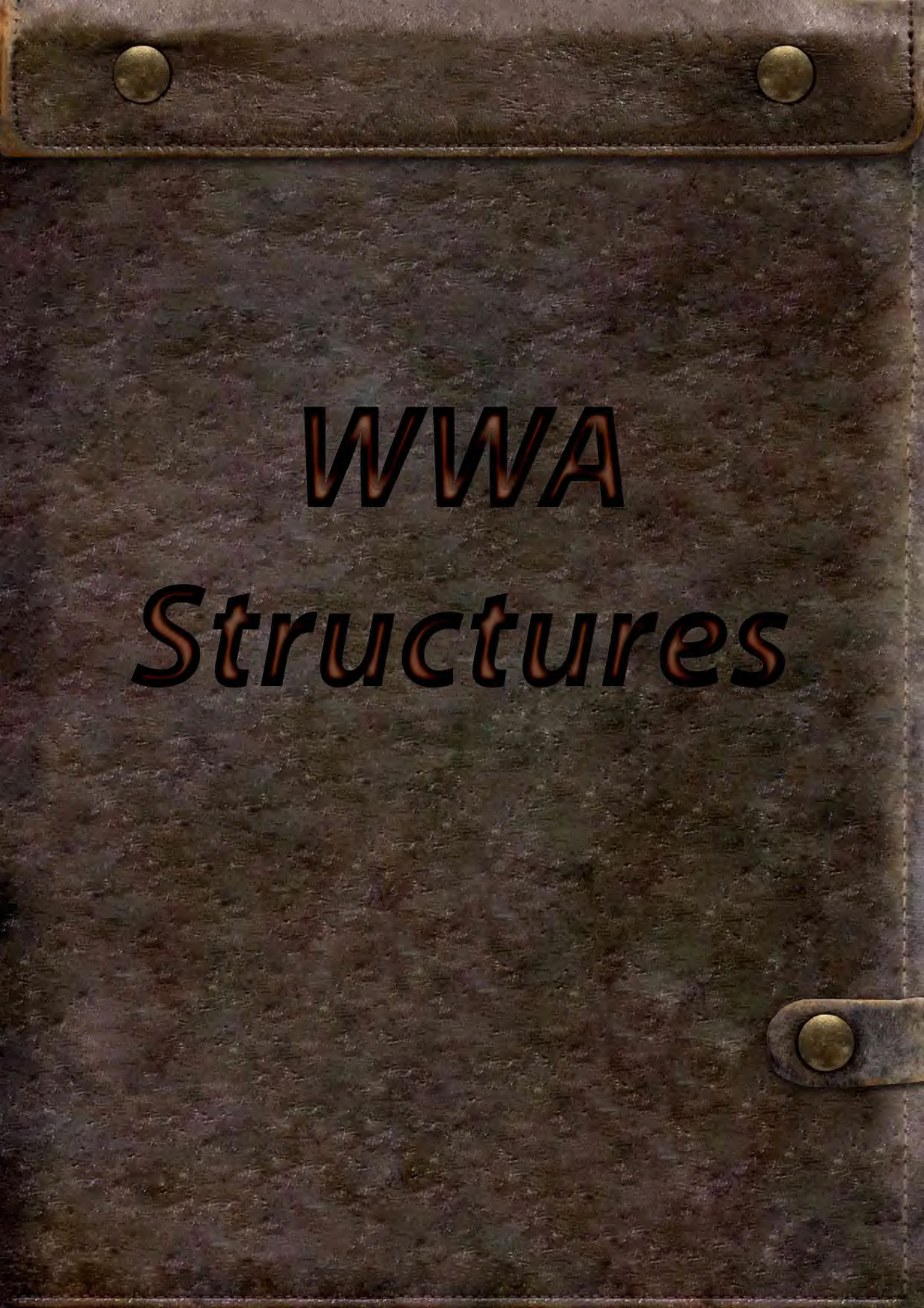


Falcon

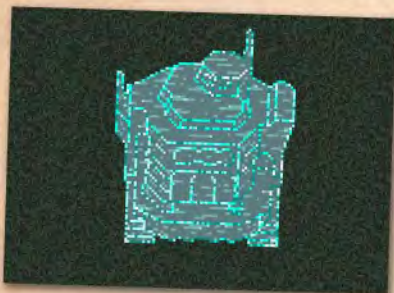


Mig

ALLIED UNIT HIERARCHY

The image shows the front cover of a book bound in dark brown, heavily textured leather. At the top, there is a horizontal leather strap with two circular brass rivets. In the bottom right corner, there is a small leather tab with a single brass rivet. The title 'WWA Structures' is centered on the cover. 'WWA' is in a bold, black, sans-serif font, while 'Structures' is in a larger, black, italicized serif font.

WWA *Structures*



MCV

A mobile construction vehicle is a vital tool for the rapid deployment and expansion of a base. All necessary materials for constructing the command center are transported from the main WWA base using this machine, significantly speeding up the building process.

Range: N/A

Armor: Heavy

Weapon: None



Command Center

The main building is the foundation upon which all other structures stand. Do not allow the enemy to destroy the command center, or you will face great difficulties. To prevent this, move the buildings away from dangerous areas.

Armor: Heavy

Purpose: Allows the construction of all other basic structures.





Power Plant

A crucial component of the energy supply system. When this infrastructure is damaged, buildings will cease to function until the power is restored.

Armor: Light

Purpose: Provides energy for buildings.



Advanced Power Plant

This advanced version is characterized not only by its high performance, but also by its mobility, which allows it to be moved to a more advantageous position.

Armor: Medium

Purpose: Provides energy for buildings.



Silo

A specially equipped building for the safe storage of valuable and hazardous "substance D".

Armor: *Light*

Purpose: *storage of "substance D"*



Refinery

This plant is fully automated and processes "Substance D". The building also functions as a storage facility for this material.

Armor: *Light*

Purpose: *Converts "substance D" into energy and valuable materials.*



Vehicle Factory

A mobile factory for the production of military vehicles. By using several factories, we can significantly reduce the waiting time for the production of machinery.

Armor: Light

Purpose: Manufactures military vehicles

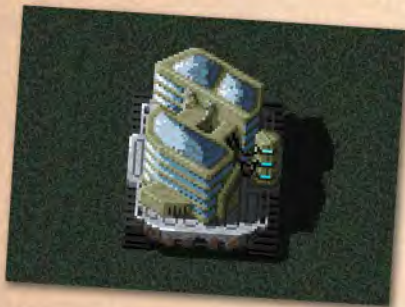


Barracks

Infantry training is taking place in the barracks.

Armor: Light

Purpose: Trains Infantry units



Laboratory

Permits the development of advanced technological devices and structures.

Armor: Light

Purpose: allows you to build high-tech structures and use superweapons.



Airfield

The airfield is used for the production, refueling, repair, and ammunition replenishment of aircraft. Each airfield can accommodate one aircraft. If a building on the airfield is destroyed, the aircraft in flight will run out of fuel and crash.

Armor: Heavy

Purpose: Manufactures and maintains aircraft



Aircopter Field

The facility is designed for helicopter landings and maintenance.

Armor: *Light*

Purpose: *Manufactures and maintains a helicopter.*



Repair Site

At this site, damaged vehicles are being repaired. (The repairs will be cheaper than buying a new vehicle.)

Armor: *Light*

Purpose: *Repairs vehicles.*



Shipyard

Ships and submarines are built at the shipyard, and damaged ships are repaired there as well.

Armor: *Light*

Purpose: *Manufactures and repairs ships.*



Radar

With the help of the radar, you can observe the situation in the area through a mini-map.

Armor: *Light*

Purpose: *Opens the minimap.*



Missile Tower

The building controls the launching of nuclear missiles. There are rockets waiting in orbit for a signal to be sent to drop them on the battlefield.

A armor: Heavy

Purpose: Launches nuclear missiles.



Guard Tower

The defensive structure is designed to patrol the surrounding area and protect your base from unexpected attacks.

A armor: Medium

Purpose: Defense of the territory.



Tesla Tower

The tower generates a powerful electrical discharge that strikes enemies. It can also turn enemy infantry to ashes.

Armor: Medium

Purpose: Defense of the territory.



Anti-Aircraft Tower

It provides protection for your structures against aerial threats.

Armor: Heavy

Purpose: Defense of airspace.



Machine Gun Turret

The turret is equipped with two barrels, which increases the firing rate. No infantryman who enters the kill radius will survive!

Aarmor: *Medium*

Purpose: *Defense of the territory.*



Flame Tower

Fire has incredible power, and thanks to technological progress, it can be harnessed to fight enemies. It effectively destroys large groups of the enemy.

Aarmor: *Medium*

Purpose: *Defense of the territory.*

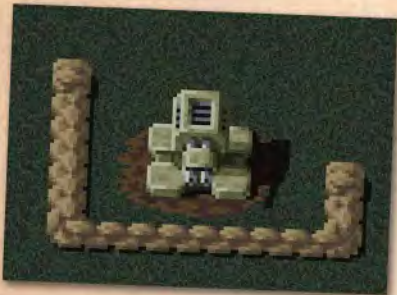


Cannon

The long-range fixed artillery piece excels in dealing with armoured vehicles.

Aarmor: Heavy

Purpose: Anti-tank
defense.



Sandbag Barricades

This is a temporary barrier made from sandbags filled with sand. It can be used to protect against enemy fire, control crowds, or mark the boundary of a territory.

Aarmor: *Light*

Purpose: *Barrier protection.*



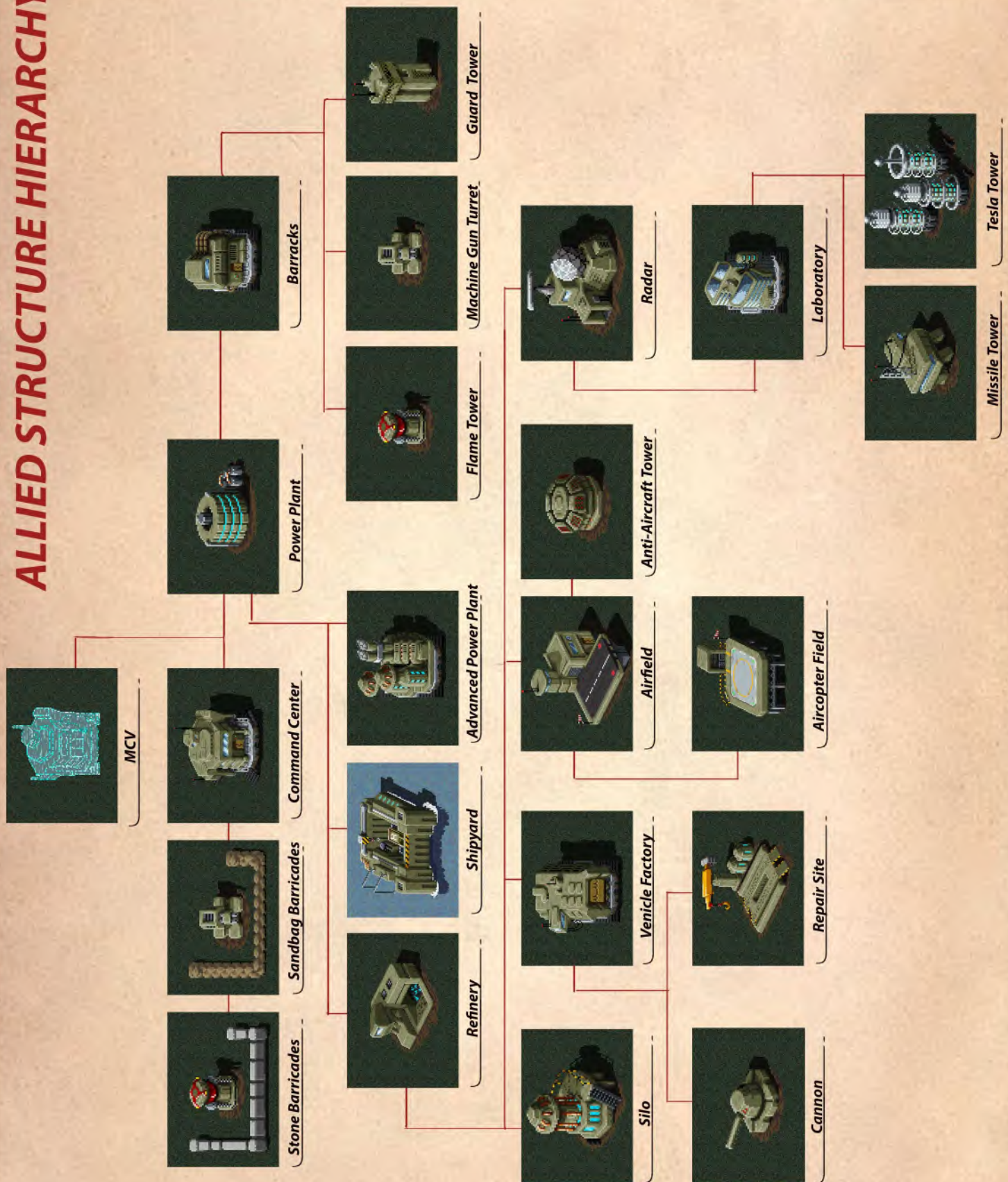
Stone Barricades

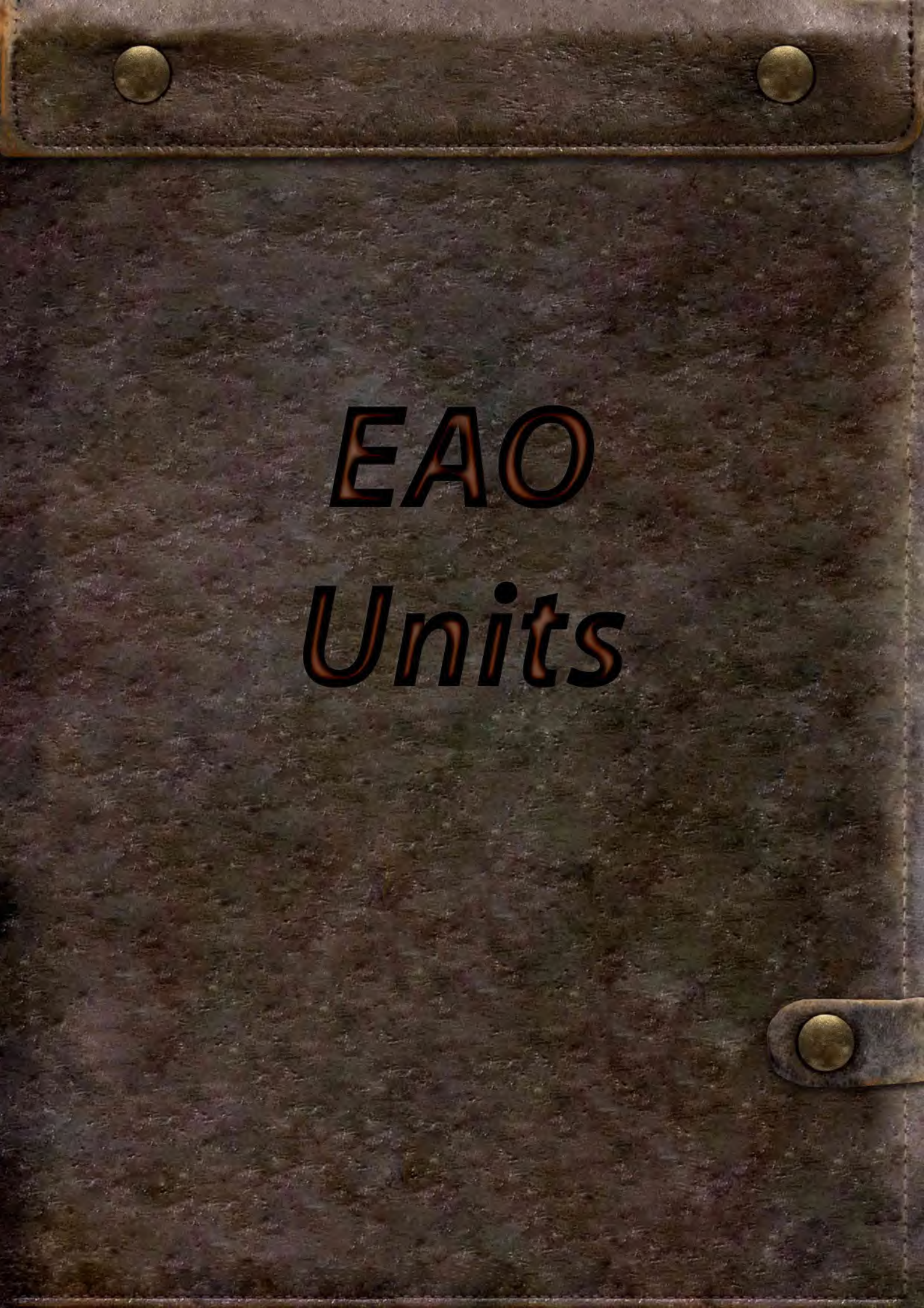
Stone walls provide reliable protection against various types of threats, such as small arms, artillery, and armored vehicles.

Aarmor: *Heavy*

Purpose: *Barrier protection.*

ALLIED STRUCTURE HIERARCHY



The image shows the front cover of a book bound in dark brown, heavily textured leather. At the top, there is a horizontal leather strap with two circular brass rivets. On the right side, there is a vertical leather strap with a single circular brass rivet. The title 'EAO Units' is centered on the cover in a stylized, metallic font with a 3D effect.

EAO Units



Brainspider

From a far you might think this unit is a dog. But once you get closer the horrific disfigurements caused by Substance D become apparent. Whatever these are, they are quick!

Range: Short

Armor: None

Weapon: None.



Evil dog

Mutated Monster Dog - This horrifying creature was once a normal dog, but it underwent a mutation due to the "substance D". Instead of a head, it now has tentacles that act as sensory organs and can cause damage. It moves quickly and attacks its victims.

Range: Short

Armor: None

Weapon: Tentacles.



Soldier of the "Empire Ascending Order"

The soldier has a high level of stress tolerance and a willingness to sacrifice for the completion of the task. Due to his lack of human emotions, he is an ideal killer.

Range: Short

Armor: None

Weapon: AR15



Flamethrower

These soldiers are slower and more vulnerable to damage than other infantry (due to the fuel tank). The flamethrower can destroy structures and infantry in seconds using its flamethrower.

Range: Short

Armor: None

Weapon: Flame-thrower.





Mutant

Similar to Infantry Soldiers, heartless Mutants will shoot at you from distance. Lucky for us, they are slow creatures.

Range: Short

Armor: None

Weapon: Biomechanical cannon.



Brutus

The two-headed ogre mutant is a formidable opponent who shows no mercy. It fights to the end, even if it loses its head, it will continue to fight. This creature has incredible strength and stamina, which makes it all the more dangerous.

Range: N/A

Armor: None

Weapon: Hammer.





Torsoman

A mutant with powerful limbs, thanks to which he can move. He has an artillery mount on his back, which is his main weapon and allows him to cause massive damage at a distance.

Range: Medium

Armor: None

Weapon: An artillery piece.



CrankCyborg

Crank Cyborg is a fearsome and dangerous creature, a fusion of organic flesh and mechanical components. He is equipped with a massive, sharp sickle that serves as an extension of his arm, and he can also launch laser attacks.

Range: N/A

Armor: Light

Weapon: Hook.





Mantis

Mantis is a creature that combines the features of insects and advanced technology. Its body is covered by a durable exoskeleton that provides protection. A complex system of sensors and cameras are located in place of its head. The Mantis uses its front, pointed limbs as weapons, making it a dangerous opponent in close combat.

Range: N/A

Armor: Light

Weapon: Pointed limbs.



Eye

Five eyes give the monster an excellent view of all directions, allowing it to easily spot its prey. One large eye serves as a weapon, from which it fires a laser beam.

Range: Short

Armor: None

Weapon: Laser.





Flying Cyborg

Flying Cyborg is based on the insect hornet, which has been mutated. It has two large-caliber machine guns that can easily destroy light armored vehicles and infantry. There is a stationary mode where the cyborg shoots more accurately, causing more damage.

Range: Short

Armor: Light

Weapon: Two 12mm machine guns.



Eye tentacle

No one knows where this creature came from. Some say it came from the depths of the earth, while others say it came from outer space. It has the ability to separate its tentacles and release them into the ground, after which sharp spikes appear beneath the feet of its opponents, piercing them.

Range: Short

Armor: None

Weapon: Spikes.





Water worm

The huge worm, which lives in the depths of the ocean, is known for its unique ability to transport enemies inside its body across the expanses of water. This giant worm, known as the "water carrier", reaches a length of up to 20 meters and a diameter of about 2 meters. Its body is covered with a durable shell that protects it from predators and allows it to withstand high pressure at great depths.

Range: N/A

Armor: Heavy

Weapon: None.



Water eye

A giant octopus, capable of sinking entire ships with its powerful tentacles, grabs its victims and devours them, terrifying the ship's crew. Defeating this monster is not easy, but do not forget to keep a safe distance and use your weapons wisely.

Range: N/A

Armor: None

Weapon: Tentacles.





Monster whale

The monster whale, known as the "exploding whale", is a decomposing whale that is capable of storing gas. It attacks with its insides, suppressing the morale of soldiers, and not everyone can withstand it. Keep your distance from it, as the exploding gas can cause significant damage!

Range: Medium

Armor: None

Weapon: An organic bomb.





Screamer

Ubik found a way to create some sort of Zombie rats that will run towards everything they see and explode upon impact. Take care!

Range: Short

Armor: Light

Weapon: None.



Parasite

The parasite creature, which consists of many worms connected in a single organism, enters its victims and tears them apart. It is called a "Devourer". Each worm has sharp teeth and venomous glands, which allow it to enter the victim's body. After consuming the victim, the "Devourer" gains strength. Fighting the "Devourer" is difficult, as its numerous thin bodies make it a difficult target. However, the only way to defeat it is by burning it.

Range: Short

Armor: None

Weapon: None.



Bazooka Soldier

Whenever fortifications are in your way, the Bazooka Soldier will provide a comfortable way to take it out at distance. Just like Rifle Soldiers, Bazooka Soldiers attack enemy units (but not buildings) automatically.

Range: Medium

Armor: None

Weapon: Hand grenade launcher.



EAO Commando

Do not underestimate the fighter. Even though he doesn't have a head, he's still very dangerous. Her absence is really scary. He was once an ordinary soldier, but then underwent a mutation due to "substance D".

Range: Medium

Armor: None

Weapon:

Worms

Ever since this novel "Substance D" had been discovered, these man-eating beasts have been encountered. Take care!



Rumors describe gigantic Sandworms





Dron EAO

The drone is designed to collect information and monitor the environment. It has several cameras, sensors, and a communication system installed on it.

Range: Medium

Armor: Light

Weapon: Camera.



Falcon EAO

This series of aircraft is equipped with missiles and has a long flight range.

Range: Medium

Armor: Light

Weapon: Missiles.



Mig EAO

The aircraft is known for its agility and speed. It is used for striking ground targets and conducting reconnaissance missions. It has a limited number of missiles.

Range: Medium

Aarmor: Light

Weapon: Missiles.



Tiger

The universal machine is designed to perform a variety of tasks. The helicopter is equipped with machine gun weapons and two types of missiles - anti-aircraft and anti-tank.

Range: Short

Aarmor: Heavy

Weapon: Machine gun and missiles.



EAO Gunboat

A high-speed and agile vessel designed for combat missions on water. It has light armor and is equipped with a machine gun.

Range: Short

Armor: Light

Weapon: 7.62 caliber
automatic turret.



EAO Slava

This is one of the most formidable warships in service. Its primary purpose is to destroy enemy surface ships, defend naval formations from attack, and provide firepower for ground forces.

Range: Extreme

Armor: Heavy

Weapon: Two double-barreled
155 mm artillery pieces.



EAO HMS Dragon Sea gun

Due to its powerful armaments and high speed, the HMS Dragon is a formidable opponent for any enemy. It is able to perform various tasks, such as patrolling maritime borders, escorting other vessels, and providing fire support for Marines. Its arsenal allows it to attack both surface and underwater targets.

Range: Medium

Aarmor: Medium

Weapon: Missile system and installation for depth charges.



EAO Cheledra

Is designed to perform various tasks, such as reconnaissance, patrolling of maritime borders, and the destruction of enemy surface ships and submarines.

Range: Medium

Aarmor: Medium

Weapon: Torpedo.



EAO Typhoon

The submarine is capable of attacking enemy surface and underwater targets. It has a powerful engine, life support systems for the crew, and a variety of weapons, including missiles and torpedoes.

Range: Long

Armor: Medium

Weapon: Ballistic missiles
and torpedoes.



EAO Buggy

The design of the vehicles provides them with lightweight, cross-country capability and survivability, making them a valuable asset for gathering intelligence on the enemy and, due to the integrated machine gun, the ability to provide cover for allies.

Range: Short

Armor: Light

Weapon: 2-inch turret.



EAO Bike

are used for various tasks, including supporting infantry, destroying enemy personnel, fighting armored vehicles, and firing at fixed targets. They can achieve high speeds on difficult terrain and have a great degree of autonomy.

Range: Short

Armor: Light

Weapon: Missiles.



EAO Jeep

A jeep with a machine gun is used for various tasks, including reconnaissance, patrols, infantry fire support, and fighting lightly armored targets. It can reach high speeds off-road and has excellent maneuverability.

Range: Short

Armor: Light

Weapon: 2-inch turret.



EAO Sherman

A tank with good armor works well in conjunction with infantry and can easily deal with enemy buildings.

Range: Medium

Armor: Medium

Weapon: 75mm cannon.



EAO APC

An armored vehicle designed to transport troops and provide support for combat operations. The vehicle offers protection for the crew and passengers from small-arms fire and shell fragments.

Range: Short

Armor: Medium

Weapon: 16mm heavy machine gun.



EAO Abrams

The Allied tank, a high-class combat vehicle, is well-armored and heavily armed. When used in conjunction with lighter tanks, it can draw enemy fire onto itself, while the lighter tanks eliminate the enemy threat.

Range: Medium

Armor: Heavy

Weapon: 105mm Cannon.



Artillery

Artillery plays an important role in providing fire support for the Allied forces. It is effective against armored vehicles and buildings, but its speed is slow, making it vulnerable to sudden enemy attacks.

Range: Long

Armor: Light

Weapon: 155mm Cannon.



EAO Rocket Launcher

A self-propelled multiple rocket launcher system designed to target enemy personnel and equipment from long distances. It boasts high firepower and precision accuracy.

Range: Long

Armor: Light

Weapon: Jet rockets.



EAO Laser Truck

The laser installation is used for air defense and the destruction of drones and other aircraft.

Range: Medium

Armor: Light

Weapon: Laser.



EAO HeavyArt

Artillery is designed to target particularly important enemy positions and objects deep within their defenses. It has a powerful firepower and long range, allowing it to hit targets from a distance.

Range: Long

Aarmor: Light

Weapon: 152mm double howitzer.



EAO Flametank

The unique battle tank is equipped with a powerful flame gun. This makes it great for eliminating enemy soldiers and fortifications.

Range: Short

Aarmor: Medium

Weapon: Flamethrower installation.



EAO Convoy Truck

A powerful and reliable vehicle designed for the transportation of goods and personnel in combat or emergency situations. It has excellent cross-country capability, maneuverability, and damage resistance.

Range: N/A

Armor: Heavy

Weapon: None.



EAO Missile Launcher

A mobile rocket launcher is designed to launch high-precision missiles. It is an armored vehicle equipped with powerful engines and a sophisticated guidance system that enables it to accurately hit targets at long distances.

Range: Long

Armor: Light

Weapon: A nuclear missile.



EAO Miner

The drill transport is excellent for surprise attacks. It provides protection for the crew while they are underground.

Range: N/A

Armor: Heavy

Weapon: Drill.



EAO Midas

The largest universal tank, nearly four times the size of the Abrams tank, is designed to protect against aerial threats and support ground operations. It is equipped with state-of-the-art armor and a powerful weapon system.

Range: Medium

Armor: Heavy

Weapon: Two 125mm cannons and two missile systems.



Harvester

This machine is used to mine and transport ore to a processing facility.

Range: N/A

Armor: Heavy

Weapon: None.



Barracks



Soldier



Bazooka Soldier



Dog



Brinespider



Screamer



Barracks



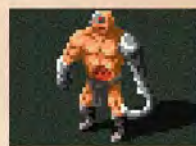
Radar



Commando



Brutus



Crankycyborg



Barracks



Laboratory



Mutant



Torsoman



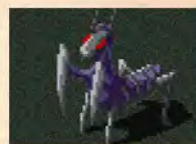
Flamethrower



Parasite



EyeTentacle



Mantis



Vehicle Factory



Bike



Buggy



Jeep



Sherman



Humvee



Vehicle Factory



Barracks



APC



Convoy Truck



Miner



Vehicle Factory



Repair Sitem



Abrams



Artillery



MCV

ALLIED UNIT HIERARCHY



Vehicle Factory



Laboratory



Laser Truck



Heavy Art



Rocket Launcher



Midas



Missile Launcher



Flame Tank



Barracks



Refinery



Harvester



Shipyard



Gunboat



HMS Dragon Sea



Cheledra



Hovercraft



Shipyard



Laboratory



Slava



Typhoon



WaterEye



Waterworm



Whale



Heliport



Missile Chopper



Minigun Chopper

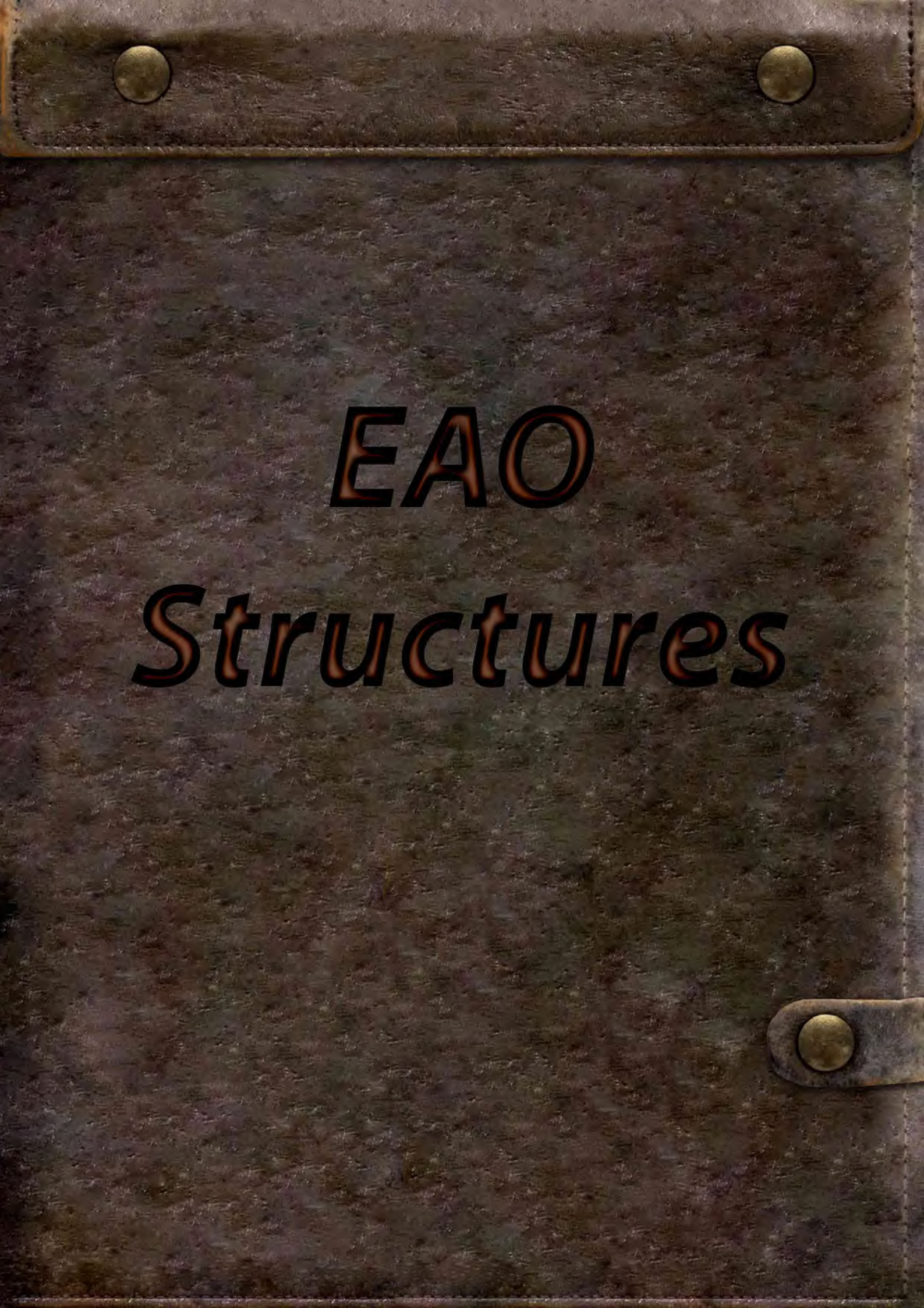


Chinook



Cyborg Copter

ALLIED UNIT HIERARCHY

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EAO Structures



MCV

This cyborg beetle plays a crucial role in preparing the territory for the construction of a command center and expansion of the base. It digs underground passages, creating a network of tunnels. Then, it summons tentacles to deliver building materials and assist in erecting structures.

Range: N/A

Armor: Heavy

Weapon: None



Command Center

The main building is the foundation upon which all other structures stand. Do not allow the enemy to destroy the command center, or you will face great difficulties.

Armor: Heavy

Purpose: Allows the construction of all other basic structures.



Power Plant

A crucial component of the energy supply system. When this infrastructure is damaged, buildings will cease to function until the power is restored.

Armor: Light

Purpose: Provides energy for buildings.



Advanced Power Plant

This improved version is characterized by its high performance.

Armor: Medium

Purpose: Provides energy for buildings.



Silo

A specially equipped building for the safe storage of valuable and hazardous "substance D".

Armor: Light

Purpose: Storage of
"Substance D".



Refinery

This plant is fully automated and processes "Substance D". The building also functions as a storage facility for this material.

Armor: Light

Purpose: Converts
"Substance D" into energy
and valuable materials.



Vehicle Factory

A factory for the production of military equipment. Using several factories, we can significantly reduce the waiting time for machinery production.

Armor: *Light*

Purpose: *Manufactures military vehicles.*



Barracks

Infantry training is taking place in the barracks.

Armor: *Light*

Purpose: *Trains infantry units.*



Laboratory

Permits the development of advanced technological devices and structures.

Armor: Light

Purpose: Allows you to build high-tech structures and use superweapons.



Airfield

The airfield is used for the production, refueling, repair, and ammunition replenishment of aircraft. Each airfield can accommodate one aircraft. If a building on the airfield is destroyed, the aircraft in flight will run out of fuel and crash.

Armor: Heavy

Purpose: Manufactures and maintains aircraft.



Aircopter Field

The facility is designed for helicopter landings and maintenance.

Armor: Light

Purpose: Manufactures and maintains a helicopter.



Repair Site

At this site, damaged vehicles are being repaired. (The repairs will be cheaper than buying a new vehicle.)

Armor: Light

Purpose: Repairs vehicles.



Shipyard

Ships and submarines are built at the shipyard, and damaged ships are repaired there as well.

A armor: Light

Purpose: Manufactures and repairs ships.



Radar

With the help of the radar, you can observe the situation in the area through a mini-map.

A armor: Light

Purpose: Opens the minimap.



Missile Tower

The building controls the launching of nuclear missiles. There are rockets waiting in orbit for a signal to be sent to drop them on the battlefield.

A armor: Heavy

Purpose: Launches nuclear missiles.



Guard Tower

The defensive structure is designed to patrol the surrounding area and protect your base from unexpected attacks.

A armor: Medium

Purpose: Defense of the territory.



Laser Tower

The tower consists of five radiators, each of which can operate both individually and together, causing great damage.

Armor: Medium

Purpose: Defense of the territory.



Anti-Aircraft Tower

It provides protection for your structures against aerial threats.

Armor: Heavy

Purpose: Defense of airspace.



Bunker

Bunker is an effective defensive structure that can provide protection from enemy attacks. It has a design that allows for effective firing at targets located in various directions, and its protection system makes it resistant to small arms fire.

Armor: Medium

Purpose: Defense of the territory.



Flame Tower

Fire has incredible power, and thanks to technological progress, it can be harnessed to fight enemies. It effectively destroys large groups of the enemy.

Armor: Medium

Purpose: Defense of the territory.



Cannon

The long-range fixed artillery piece excels in dealing with armoured vehicles.

A armor: Heavy

Purpose: Anti-tank defense.



Evil Buildings

The building where the leader of the Empire Ascending Order, Ubik, resides. This facility allows for the creation and use of superweapons.

A armor: Medium

Purpose: Allows the use of superweapons.



Sandbag Barricades

This is a temporary barrier made from sandbags filled with sand. It can be used to protect against enemy fire, control crowds, or mark the boundary of a territory.

A armor: Light

Purpose: Barrier protection.



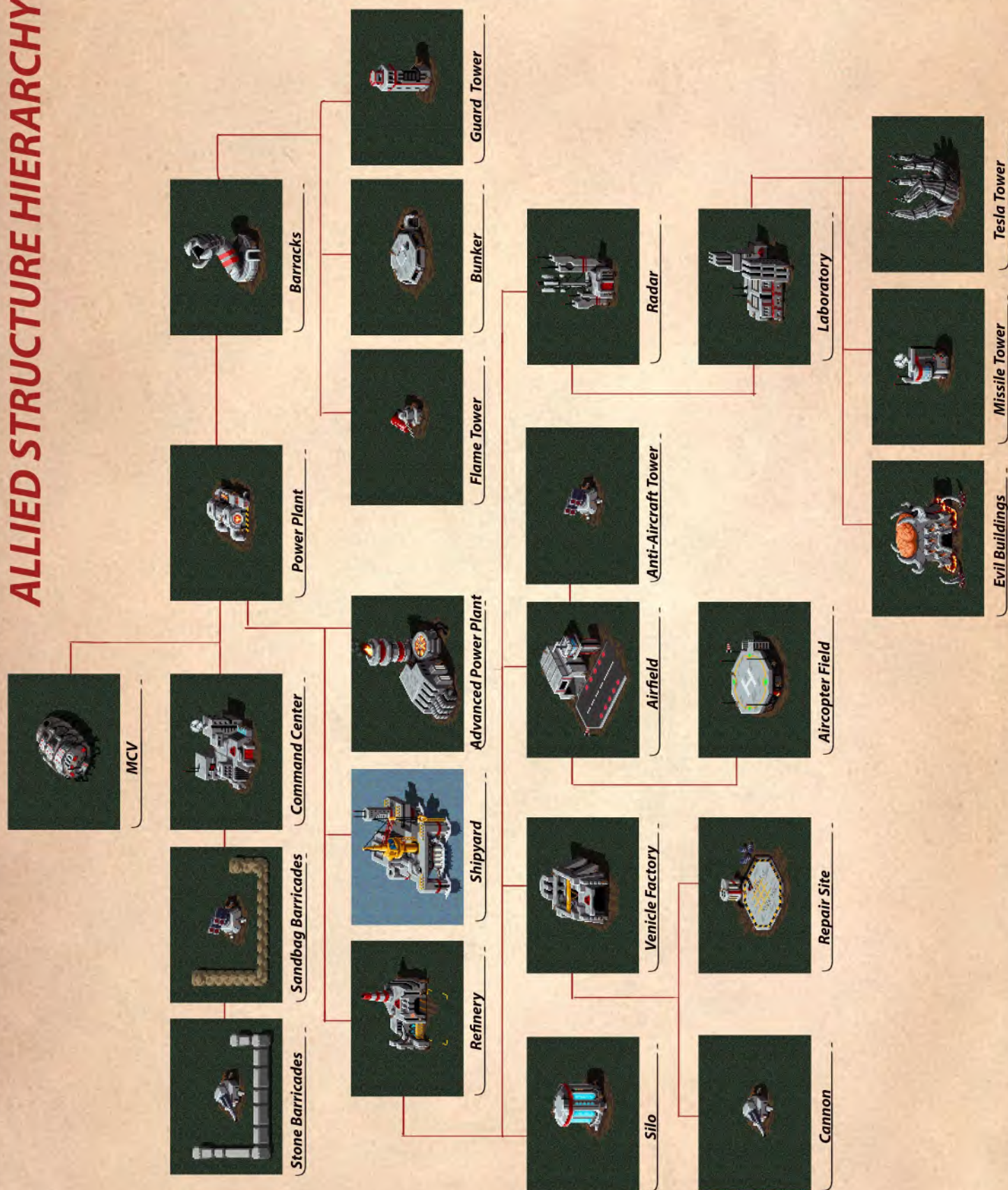
Stone Barricades

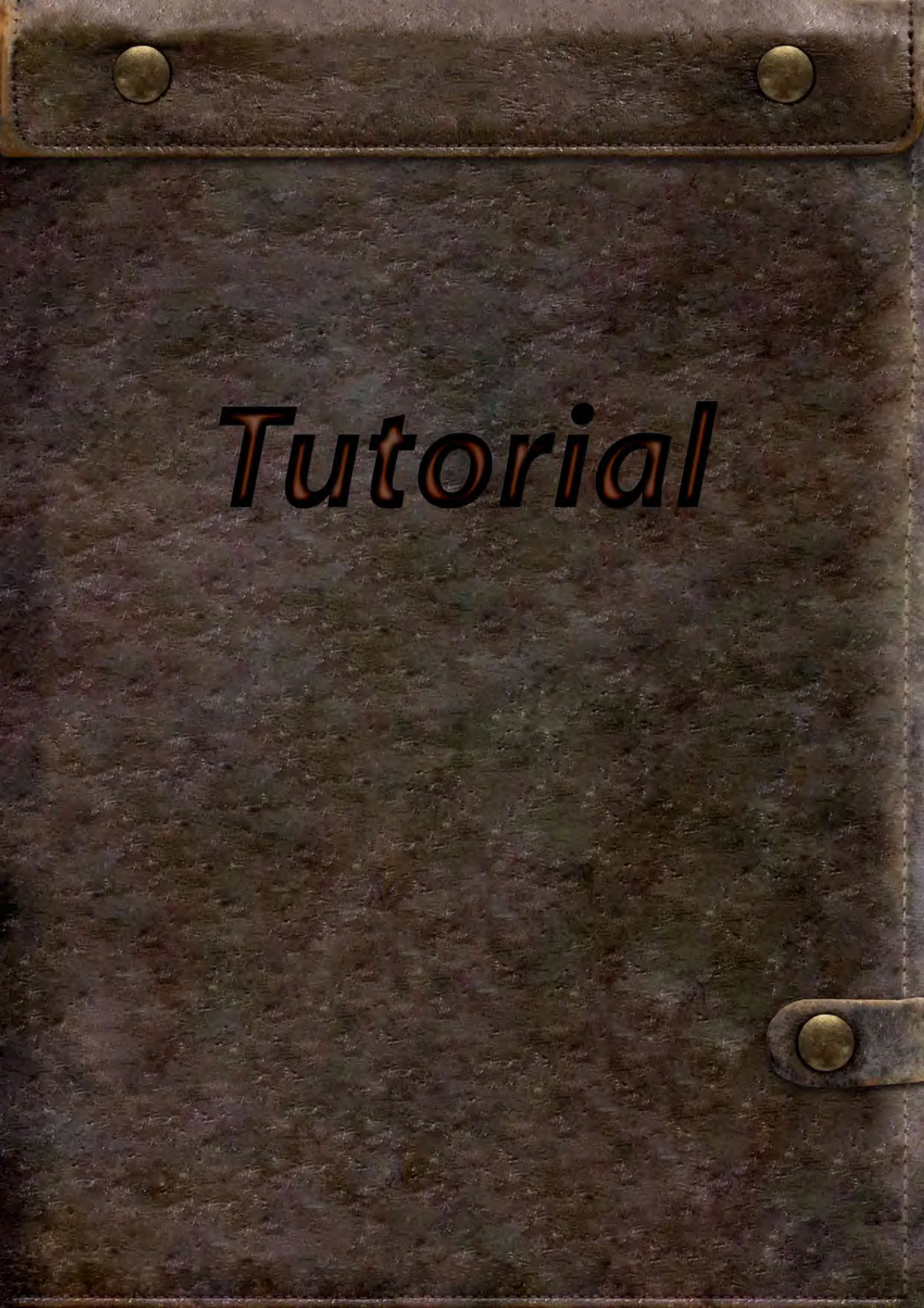
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A armor: Heavy

Purpose: Barrier protection.

ALLIED STRUCTURE HIERARCHY



The image shows a dark brown, textured leather book cover. At the top, there is a horizontal strap with two circular brass rivets. In the bottom right corner, there is a small leather tab with a single circular brass rivet. The word "Tutorial" is printed in the center in a stylized, italicized font with a metallic, glowing effect.

Tutorial

8. Gameplay, Interface

Classic RTS first generation style game, where you use an assassin unit, heroes, or army to destroy enemies.

GOAL: Pick your faction and destroy your enemies, each faction has antagonist ideas of how the future should be to be.

USER SKILLS: Mouse and keyboard quickness, pick shorter path and strategy to overcome enemies, need good memory as it is a fast and difficult game. You will die often, pick the wrong turn and you are dead. Learn to manage your assets and resources.

FACTIONS: EAO and WWA, EMPIRE ASCENDING ORDER and WEST WORLD ALLIANCE

FACTIONS BELIEFS: WWA: believes and follows democratic and collaborative ideals inspired in freedom and Nikola Tesla tech.

EAO: Cult to leader policies, indoctrination, military state and order with brainwash eugenics and social and biological modification/experiments.

FACTIONS SPECIAL ABILITIES: WWA and EAO abilities: Sending reinforcements, parachutes, spy plane, bombing plane, machine gun plane, drone, discover map, transport helicopter, transport hovercraft, underground vehicle, giant worm attack



Electric storm



Fire from the ground



Cluster rockets



Nuke attack from space



Plasma blast from space. (superweapons)

8.1 Scale management

To zoom in on the camera, scroll the mouse wheel down.



To move the camera away, scroll the mouse wheel up.



8.2 Microcontrol

Allows you to quickly choose the desired squad. To do so, select a squad and then press Ctrl + any number from 0 to 9. Now you can easily switch between squads, which will significantly increase your efficiency on the battlefield.



To select all units of the same type, double-click on them with the left mouse button.



If you need a part of the units, select it using a frame

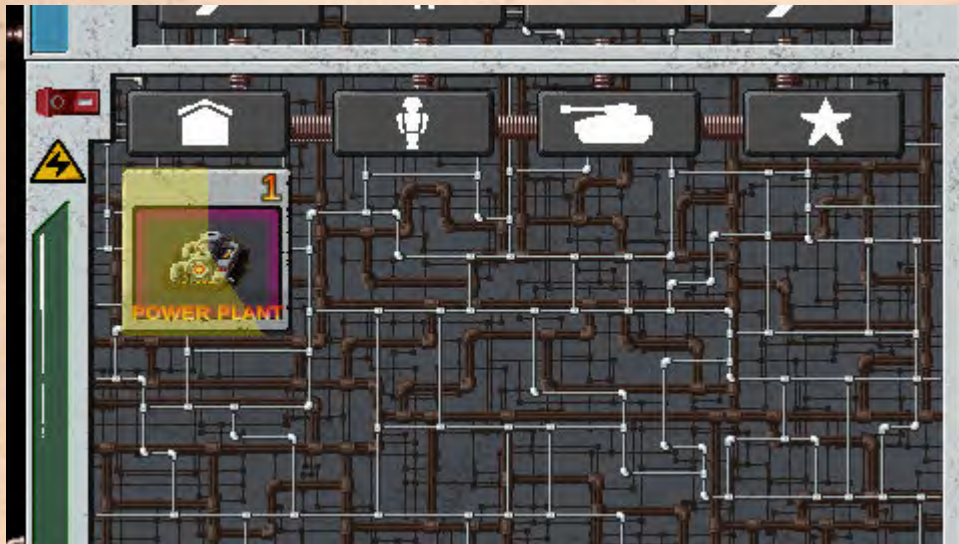
**Left click and hold
button down**



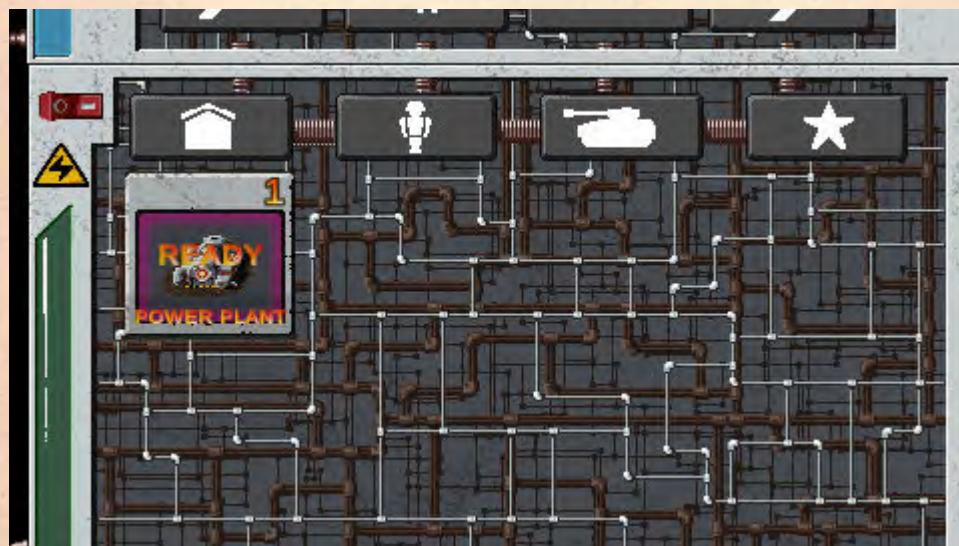
**Then drag the cursor to
include desired units**

8.3 Building construction

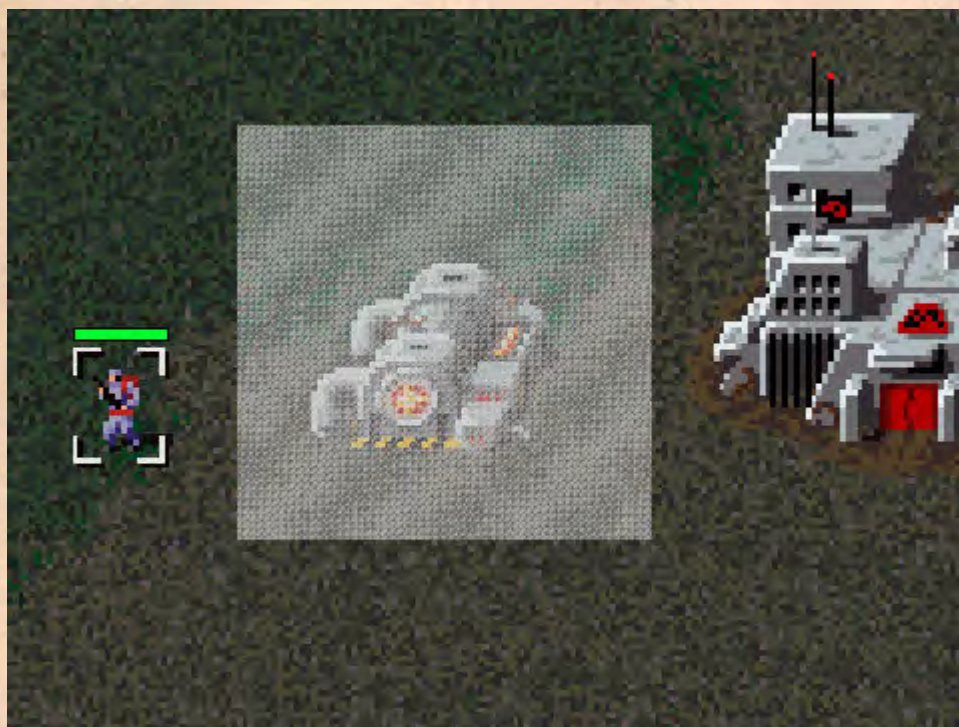
To build a building, you need to order it on the sidebar.



After you have selected a building, wait for the "ready" icon to appear.



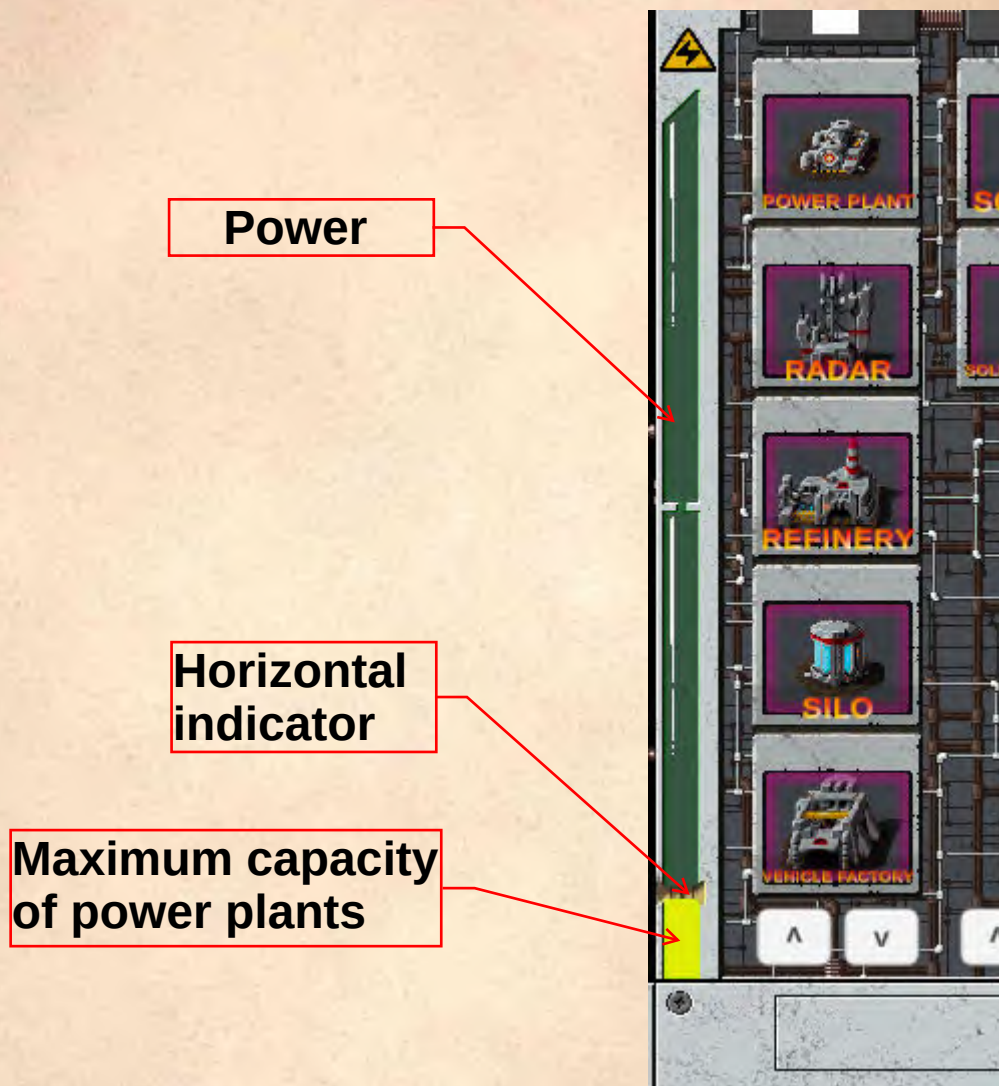
Left-click on the building icon and a building grid will appear on the battlefield. Arrange the building so that all the grid blocks are white.



As long as the building placement grid is active on the battlefield, you will not be able to build anything else. You have two options: either place the finished building, or cancel the placement. To cancel the placement, right-click on the grid while it is open. The grid will disappear, and the icon will say "Done". If you right-click on the icon again, the construction will be cancelled and your credits will be refunded. When the training or establishment of a unit is completed, the new unit leaves its original building (barracks or military factory) and is ready for use. You don't need to place them. However, it is recommended to leave some space in front of these buildings so that units do not accumulate and prevent other units from leaving.

8.4 Power

There is a vertical green stripe with a horizontal indicator on the side panel. This is the capacity of all stations. Each building requires electricity. The horizontal indicator shows how much energy all buildings consume.



If the vertical stripe is yellow, it means that your base does not have enough energy, if the stripe is green, it means that all buildings receive enough energy and perform their functions. The lack of power will cause some buildings to shut down, slowing down the construction of the radar shut down. Keep an eye on the energy level!

8.5 Creating Units

Units will be available to you when building the barracks. As the campaign progresses, new units and buildings for their production will be unlocked.



To hire certain units, you need to build additional buildings (for example, a radar).

8.6 Credits

In order to earn money, you need to build a refinery, the closer the building is to the accumulation of ores, the faster the combine harvester will collect it. There is one harvester attached to each plant. The combine automatically selects nearby ore sites and begins harvesting. You can stop the truck and steer it to another location to collect the ore. When the harvester has emptied the ore area, it will stop, you need to explore the area and find new deposits. After you find new ore deposits, aim the harvester at a new location. Now the harvester will collect ore in a new location automatically.



The assimilated tree

Crystals of "Substance D"

These minerals and vapors are deadly to all terrestrial life forms, and the area infected with them quickly becomes lifeless.



Harvester

Refinery

You can force the harvester to return to the refinery at any time and unload the collected crystals. To do this, select the truck and left-click on the factory. After that, the combine will remain in place until you direct it to collect ore again.



"Repair" Button

To repair a damaged building, left-click on the sidebar. The mouse cursor on the battlefield will turn into a wrench. Left-click on the damaged building, and repairs will begin. The cost of repairs will be automatically deducted from your credits. you can repair several buildings at the same time. To exit repair mode, right-click on the battlefield. To stop the restoration of a building, left-click on it.



"Sell" Button

To sell the building, left-click on the "sell" button (\$) in the sidebar. The mouse cursor will turn into a "\$" on the battlefield. Left-click on the building you want to sell. It will be disassembled and half of the original cost of the structures will be refunded to you. To exit the "sale" mode, right-click on the battlefield.



"Radar" Button

If you have not built a radar, then instead of a map there will be an emblem of your faction. With the radar turned on, you will see the entire explored territory, the movement of allied and enemy forces.



...

8.7 HUD

Closing the sidebar

Credits

Information display/minimap

Menu

Map scale

Substance "D"

Map

Superweapons

Build

Sell

Energy indicator

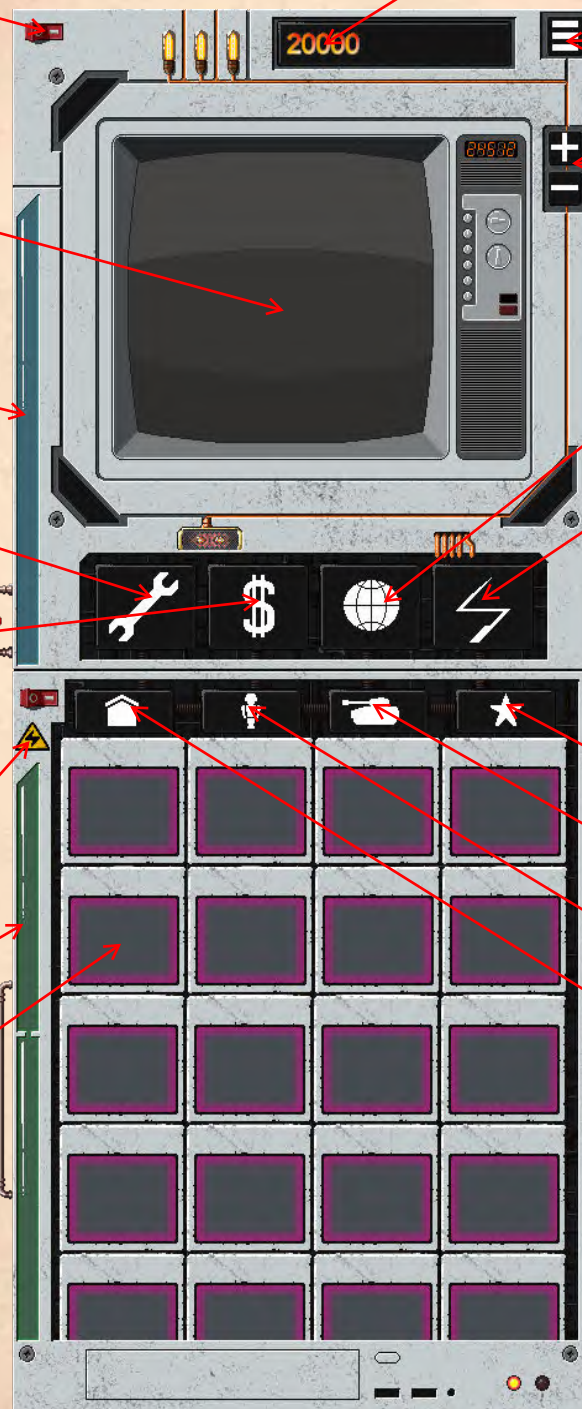
Special units

Vehicles

Energy

Units

Buildings



8.8 Cursors



Cursor



Mind Control



Harvester



Repair



Harvester Drop



Healing



Stop



Place Pump

8.9 Hotkeys

- W** - Move the camera up
- A** - Move the camera left
- S** - Move the camera down
- D** - Move the camera right
- 1** - Select exactly the units in the first control group
- Shift** + **1** - Add units in first the control group to the unit selection
- Ctrl** + **1** - Assign exactly the selected units to the first control group
- Ctrl** + **Shift** + **1** - Add selected units to the first control group
- Shift** + **LMB** - Queue walking points
- Ctrl** + **LMB** - Attack the targeted location, regardless of whether there is a target. May deal friendly fire!
- X** - Stop selected units
- Z** - Disperse Units
- U** - Dice Formation
- I** - Box Formation
- O** - Rectangle Formation
- T** - Disband units from formation
- Tab** - Show health bars
- E** - Attack move

9. STARTING THE GAME



Start a campaign

A screen will appear in the new company where you can choose which side to play "EAO" or "WWA",



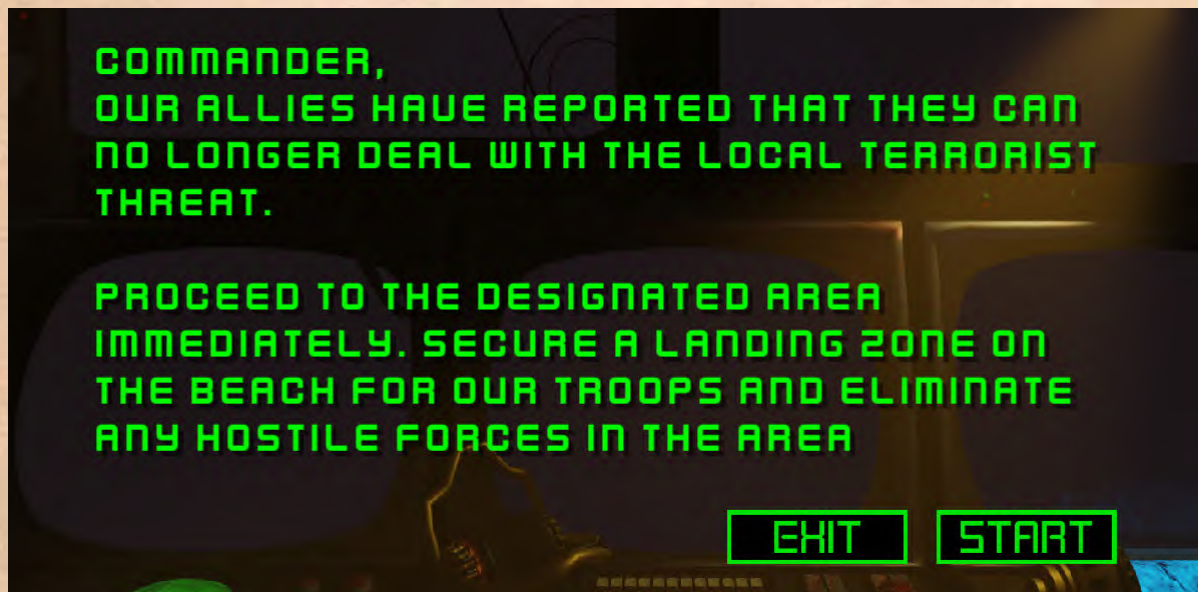
then the mission selection menu will open.



At the end, you choose the difficulty level of the mission



10. Mission One



You arrive by boat and need to sweep the beach. Use the left mouse button to select the unit and send it to explore the forest.

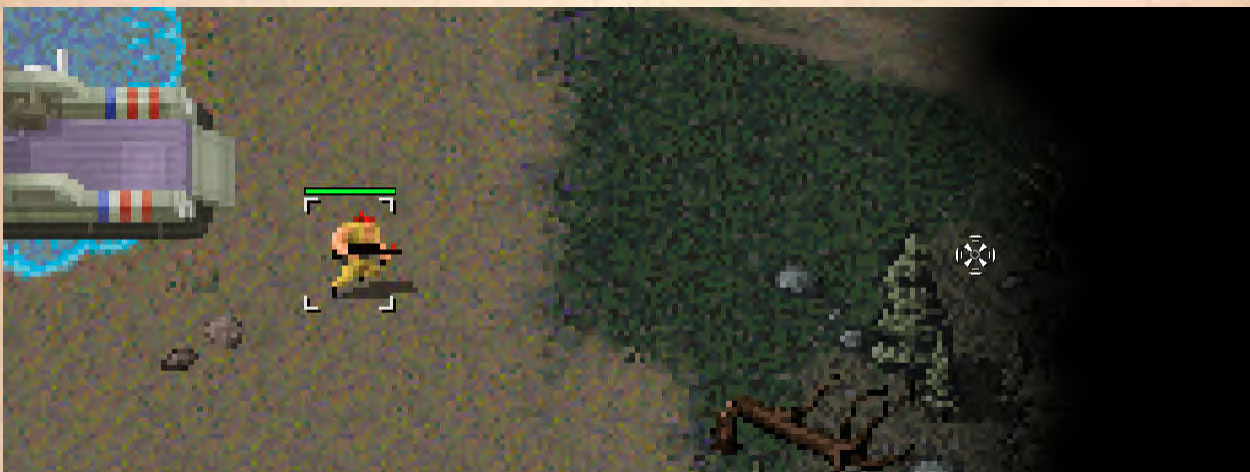


Selection cursor



Movement cursor

Look for enemies and destroy them. To move the unit, click the left mouse button on the place where you want it to go.



Scrolling in a circle

To scroll through the main battlefield view window, move the cursor to the edge of the screen. The cursor will turn into a solid white arrow, and the image will scroll in the specified direction. If you are on the edge of the battlefield, a cross will appear in front of the arrow, indicating that this is the limit of the opportunity.



Scroll arrows



Can't scroll arrows

Ordering your troops around

To get your units to act, select a unit by left-clicking on them, then move the cursor to the desired point on the battlefield where you want the unit to go.



The Battle Field

The fog of war

The shaded area of the battlefield opens as you move.

When you find enemy soldiers, click them with the left mouse button to have the commandos fire and kill them.



Attack cursor



Enter cursor

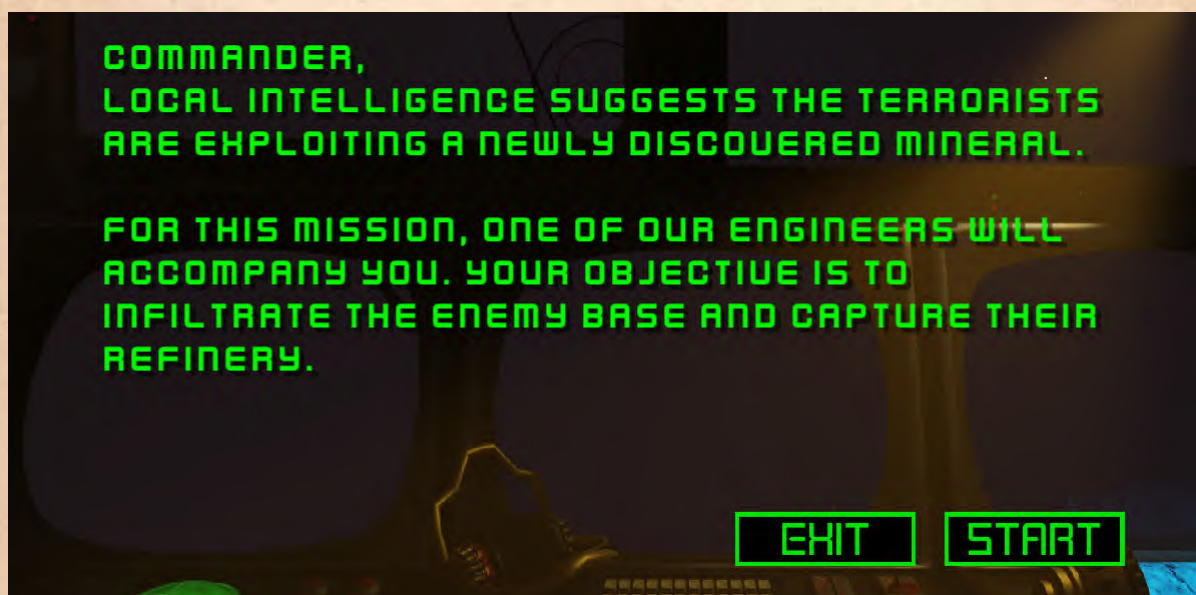
After you destroy all the enemies, a Chinook will come for you. Place the commandos inside the Chinook and you complete the mission!



11. Mission Two



There will be 8 soldiers, 3 engineers and commandos under your leadership. Think over every step and organize detachments to minimize personnel losses.



In this mission, you need to sabotage, infiltrate the EAO base and capture the processing plant.



When the Allied forces land, you will be met with resistance, it is necessary get a foothold and conduct a reconnaissance of the area.



*Do not let the engineers die, otherwise the mission will fail.

After successfully infiltrating the EAO base, capture the processing plant.



 Capture

*The harvester can crush your units, be careful. When you capture the factory, the mission will be completed.



Congratulations, Commander, on another successful mission!

The image shows a close-up of a dark brown, heavily textured leather book cover. At the top, there is a horizontal leather strap with two circular brass rivets. In the bottom right corner, a small leather tab with a single brass rivet is visible. The title 'The History Of The Game' is centered on the cover in a stylized, bold, italicized font with a metallic, glowing effect.

The History Of The Game

The film crew



IGNACIO TRELLES





Old blocks and new ones



We picked up weapons for Brutus, an axe, a mace with rebar, a hammer, a falx in the form of a scythe, an energy hammer. As a result, the hammer was chosen.



The first variants of the large and medium worm of the first artist.





Luca, from the first artist.

Development of new units, redrawing of old ones and a visual ratio of their sizes.



Refining the skills of the Torsoman

Vortex knock Winkel





The big worm's lava eruption.

The first water monster



a 3D model of a large worm.



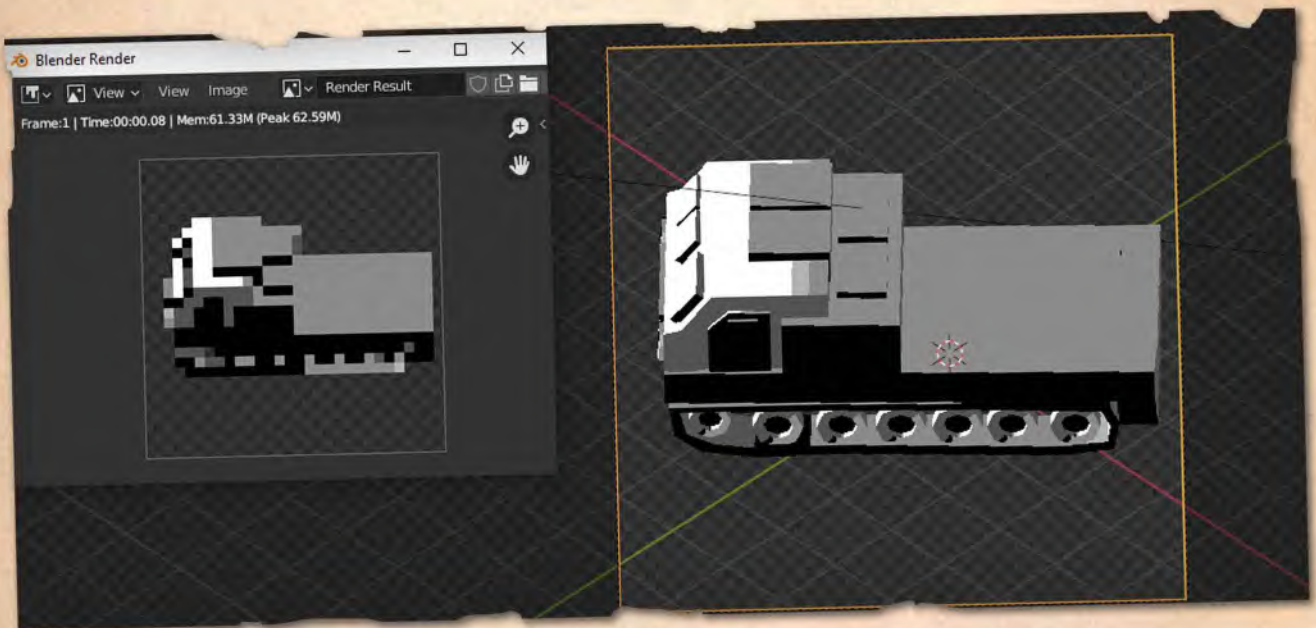
Models not included in the game except Noyi.



3D models



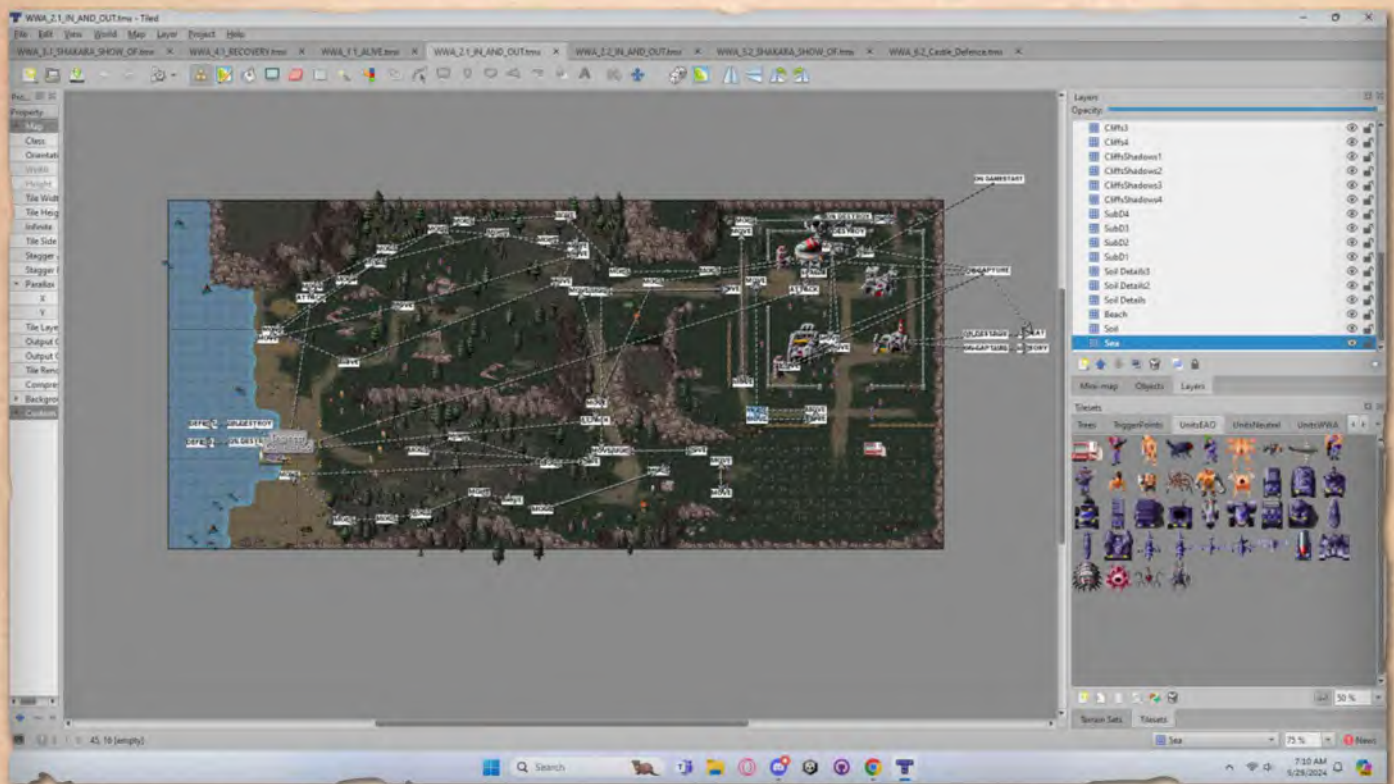
The involvement of a 3D artist in the team and the subsequent pixelation of models.





Adding a large number of units to the game.

Creating mission maps



Modeling of script maps.



Old maps

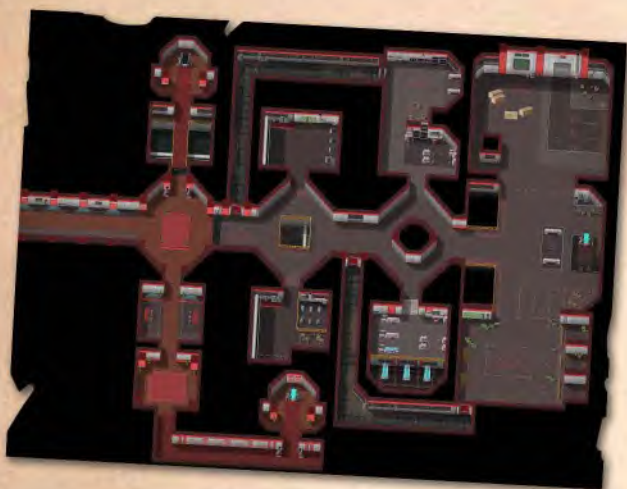


The second mission of the company WWA.











Creating buildings





Gradual addition of textures and animations.



Completed WWA Buildings.



WWA teleportation technologies.



Sketches of buildings of the EAO faction.



Comparison with old models, renovation of buildings.

Detailed destruction sprites



A variety of trees and bushes.

CREDITS

Game designer producer.....Ignacio Trelles
Executive producer.....Gabriel Spangenberg
Developers.....Gaston Barreto,
Pablo Monfort
2D artist.....Dmitry Pryadein
Concept art.....Fabian Fabro
Sounds.....Franco De Lucca
Music.....Juan Ignacio Lopex,
Pablo Fraga,
Fernando Espinosa
Logos.....Diego Vila
3d videos.....Dino "GreatDictator" Stipicevic
Map design.....Franco Marquez
Movie Director.....Diego Fernandez Pujol
Video Editor.....Matias Benvenuto
3D Rigger.....Erik Martin Kmet
3D Artist.....Augusto waigandt

CAST

WWA ACTORS

Commando.....Franco De Lucca
Yama.....Yamandu Arburuas
Gabo.....Gabriel Spangenberg
Luca.....Lucía Spangenberg
Noyi.....Noel Spangenberg
Winkel.....Victoria Trelles
Spy.....Alejandro Bulla
Engineer.....Nicolas Corujo
Doctor.....Juan Jose Lopez
Nena.....Olivia Bruno

EAO ACTORS

Ubik.....Juan David Plata
Sid - footman Ubik.....Franco De Lucca
Sarnayer.....solo voz... Franco De Lucca
Mad scientist.....Ross Joseph Keegan

Un total de 50 videos que muestran a la gente
hablando en un fondo de Chroma

Newsreader.....Diego Raúl D'Angelo Barabino
Prophet.....Agustín Benzano

SUPPORTING ACTORS

Newsreader.....Diego Raúl D'Angelo Barabino
Prophet.....Agustín Benzano
Man couple pub Tesla.....Octavio Santiago Tellechea
Woman couple pub Tesla.....Alejandra Ramos
Conscript.....Yamandu Arburuas
Fitness trainer.....Maria Godoy
Science TV Presenter.....Ornela Bellistri
Sportsman fire 1.....Juan Manuel Acuña
Sportsman fire 2.....Sergio Bresque
Singer 1.....Ignacio Trelles
Singer 2.....Iñaki
Girl recruit.....Hija Noyi
Drum.....Joaquin Bello

ESTUDIO 9.....César Quesada
Director.....Parker
Director of Photography + Sound.....Nico Soto
Assistant Director.....Ernesto Gillman
Production.....Macarena Basso
Wardrobe.....Gabriela De Armas

ART

Makeup.....Ivanna Leyton
Hairdresser.....Giselle
Additional cast.....Monte cristo Casting