

# DYING BREED



**User Manual  
Demo Version**

The following manual handles the units you can encounter in this demo version. The full game will contain many more features, units, levels!

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## **Dying Breed**

Dying Breed is a retro-futuristic RTS video game that brings back the storytelling and realtime strategy aspects of 90ies RTS games.

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.

The game will feature two campaigns, portraying the war between the West World Alliance and the Empire Ascending Order.

To see the game in action, players can download the free demo version of at:

<https://playdyingbreed.com/>

The player can chose between two difficulty levels.

## **System Requirements**

### **Platforms**

Dying Breed and the demo versions are released for Windows, macOS and Linux.

If you want to play the game on Windows, a 64 bit version of Windows is necessary.

For mac OS, at least version 10.13 is required for the game to run.

### **Hardware**

While level loading times are expected to become longer, the game should be able to run on any computer that was built in the past decade.

### **License**

You may redistribute the game as is (without modifications) along with a copy of this license.

You may present screenshots and videos of the program as long as you mention the product name.  
All other rights reserved.

## Introduction

The following chapter details the history of events that led up to the situation portrayed in the game.

### **Part 1: World War II and Nuclear Holocaust:**

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 rose to power. His demand for stability quickly resulted in local wars with neigbby 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 German military, including Great Britain, were bombed into defeat.

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 "Doom-machine", a series of 200 weapons of mass destruction targetting the most important industrial and civilian centers of the remaining world, shattering whatever remained of America and Eastern Europe.



## **Part 2: Substance D and disappearing geologists**

With Europe having become inhabitable and Africa being the only continent left intact, survivors started to migrate to Africa, resulting in a new golden age for this continent.

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 local warlords had been refining it, seemingly with the intent for military use.

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 attacked and dragged away.

The incident was followed by a series of disappearances of other scientists who were involved with the study of Substance D.

## **Part 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, you will play the Commander of the West World Alliance, infiltrating the hostile african territory and discovering their secrets one by one.

## Units and Characters - West World Alliance



*Figure 1: General Eddy*

### **General Eddy**

General Eddy is the commander in chief of the army of the West World Alliance.

Although exercising supreme command and control over the armed forces, he is commonly known as General Eddy.

### **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.



*Figure 2: Lieutenant Franco*

## 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.



*Figure 4: Commando neutralizing a target*



*Figure 3: Commando unit guarding a waypoint*



*Figure 5: Commando Concept Art*

## 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.



*Figure 6: Rifle Soldier in action*



*Figure 7: Skirmish between opposing Soldiers*



*Figure 8: Soldier of the "Empire Ascending Order" guarding an entrance to a target location*

## 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.

Be careful, the rockets can kill your own units!



*Figure 9: Time to Rock 'n' Roll!*

## 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.



*Figure 10: Engineer at work, taking over a Vehicle Factory*

## Spy

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



*Figure 11: Agent in an undercover mission*

## Airplane and Parachutes

In certain situations we support your ground troops with some help from above. But we need a clear pathway for that. So make sure to have cleaned the area before we put our Soldiers life at risk.



*Figure 12: Empire Ascending Order parachuting Infantry*

## Secret Unit



## Units and Characters - Empire Ascending Order

Just like the West World Alliance, the army of the Empire Ascending Order is constituted partially of classical infantry such as Soldiers.

Contrary to our military however, this faction utilized Substance D and created new forms of life that now serve their army.

### Ubik

The greatest terrorist of them all - Ubik - established himself as the dominant military force in Africa. Substance D seems to have played a crucial role in his rise.



*Figure 13: Messianic Leader of the Empire Ascending Order*

### Mutant

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



*Figure 14: Zombie-like creatures that are part of Ubik's army*

## 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!



*Figure 15: Explosive Rat*

## Brain-Eye

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!



*Figure 16: Evil Eye*

## Wildlife

### Worms

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



*Figure 17: Unusually large worms in their apparent new habitat*



*Figure 18: Rumors describe gigantic Sandworms*

## Buildings - Empire Ascending Order

### Command Center

The Command Center allows the player to construct further buildings to expand the base.



*Figure 19: Command Center*

### Barracks

Barracks are the buildings where the enemy trains their units to attack you.



*Figure 20: Barracks*

## Refinery

This building is used to refine SubstanceD. Only with this process the enemy is able to train these mutated beings.



*Figure 21: A Harvester dropping off Substance D at a Refinery*

## Wardencylffe Tower

Invented by Nikola Tesla in the advent of the twentieth century, these radio towers are used to broadcast energy wirelessly to remote buildings. Without them, the base cannot be powered and buildings remain defunct until the supplies are back up again.



*Figure 23: Nikola Tesla's Worldwide Wireless System, Long Island 1904*



*Figure 22: Two Wardencylffe Towers of the Empire Ascending Order*

## Watchtower

Enemy Watchtowers present a deadly threat to your infantry. But they cannot attack from all angles. For that reason the enemy often covers the weak side of such fortifications with sandbags or fences.

Chose your Commando or Bazooka units to take out the Watchtower!



*Figure 24: Empire Ascending Order Watchtower*

## Environmental Hazards

### Substance D

As you have seen, the novel mineral Substance D has largely unexplored effects on life that comes into contact with it. In your own interest: Avoid it if you don't wear protective gear!



*Figure 25: Tragic incident near a Substance D field*

### Barrels

Vehicles require fuel, so the enemy has to store it in barrels near their base. Because fuel can be ignited you can use this fact to your advantage on the field when progressing in hostile territory.



*Figure 26: Huge explosion caused by ignited barrels*

## Hotkeys

W, Up	Move the camera up
A, Left	Move the camera left
S, Down	Move the camera down
D, Right	Move the camera right
1	Select exactly the units in the first control group
Shift + 1	Add units in first control group to the unit selection
Control + 1	Assign exactly the selected units to the first control group
Control + Shift + 1	Add selected units to the first control group
Shift + Click	Queue walking points
Ctrl + Click	Attack the targetted 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
F1	Pause or resume the game
F2	Cycle through the available game speeds (0.25x, 0.5x, 1x, 2x, 4x, 6x)
F3	Mute or unmute the music
F5	Restart the current level
F9	Take a screenshot
Space	If you have discovered the underworld, use this hotkey to switch back and forth between the two worlds Cheat: Quadruple the health of the selected units.
Plus	Use it for debugging only, otherwise the general will be disappointed of you!

## Bugs

### Graphical backends

The game is available for different graphical backends:

Windows:

OpenGL, Direct3D, Vulkan

macOS:

Metal, OpenGL, Vulkan

Linux:

OpenGL, Vulkan

We recommend the OpenGL or Metal version of the game. You may try the other backends if you encounter problems with the recommended ones.

### Known Bugs

- Savegames and other feature are not implemented yet.
- The menu on the right side is only decorative in the demo.
- Dispersing Units in Formation may be bugged.
- Units are removed from controlgroups when switching the scene.

### How to report errors

If you have found an error, please let us know at

<https://playdyingbreed.com/bugs/>

A good bugreport mentions the steps that you have taken that led to the issue, thereby allowing us to reproduce and fix the issue.

Please upload the logfile along the report.

## Logfiles:

The program generates a logfile called "Player.log" which may contain valuable error messages. The file resides in the following directory:

*Windows:*

%userprofile%\AppData\LocalLow\Sarnayer\Dying Breed Demo\

*mac OS:*

~/Library/Application Support/Sarnayer/Dying Breed Demo/

*Linux:*

\$HOME/.config/unity3d/Sarnayer/Dying Breed Demo/

\$XDG\_CONFIG\_HOME/unity3d/Sarnayer/Dying Breed Demo/

## Screenshots:

Screenshot images are written to the following directory:

*Windows:*

C:\Users\Username\AppData\Local\Dying Breed\Screenshots\

*macOS:*

/Users/Username/.local/share/Dying\ Breed\ Demo\Screenshots/

*Linux:*

/home/Username/.local/share/Dying\ Breed\ Demo\Screenshots/

## Online presence:

<https://playdyingbreed.com/>

<https://www.facebook.com/Sarnayer>

<https://twitter.com/sarnayer>

<https://www.youtube.com/channel/UCQNxhH2KlAc5UC3F7olxLcg>

## Disclaimer:

The game is work in progress and does not represent the final game yet.

We hope you enjoy Dying Breed!

If you want to support our project, please follow us, hit the like button and spread the word!