

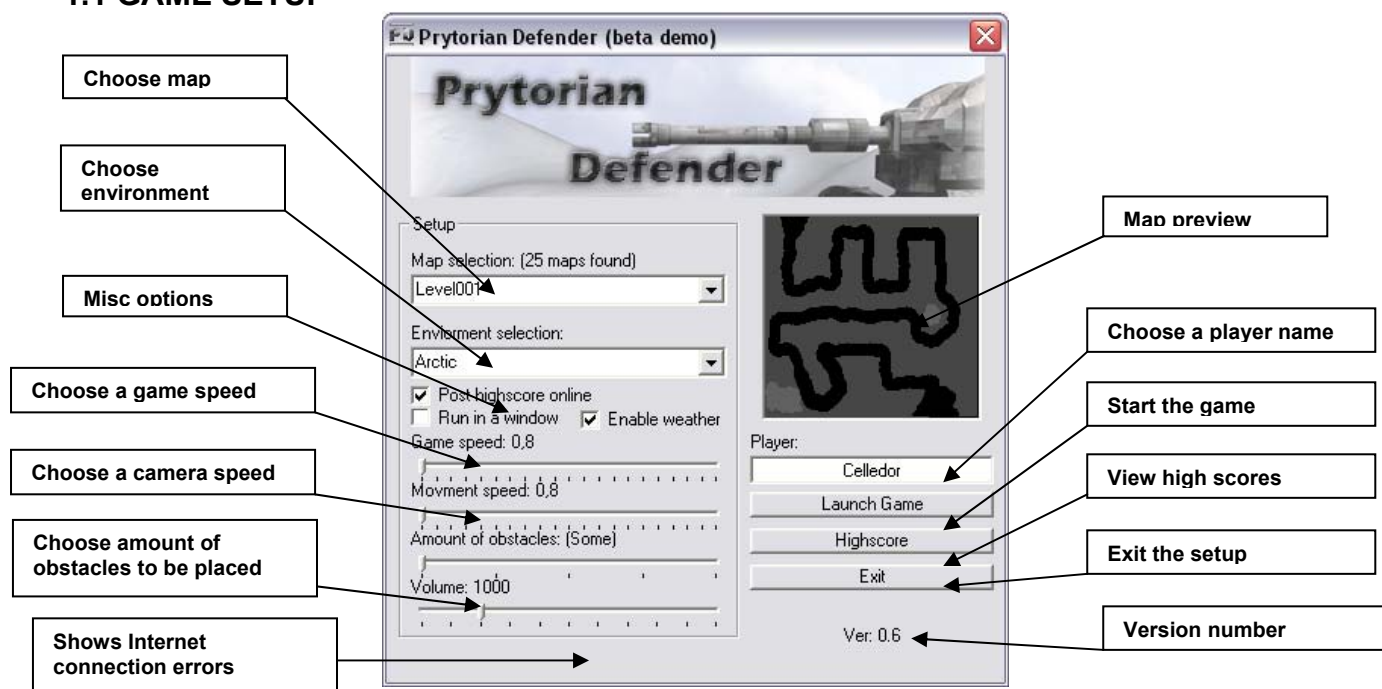


GAME MANUAL (BETA DEMO)

1: Instructions

- 1.1: Game setup
- 1.2: Game play
- 1.3: The in game menu
- 1.4: Controls
- 1.5: Credits

1.1 GAME SETUP



This is the Prytorian Defender game setup window. This is where you can choose one of several maps to play some harder than others. In the full version you will be able to make your own maps using an editor, although this can be done by redraw the maps manually. If so be sure that the enemy's movement path is not blocked and big enough (look at existing maps and compare). Be sure to have the same colors as they are used to see where you can place towers, where the enemies can move etc.













Adjust the game speed after your computer speed, newer computers may need to run on game speed below 1 but older above 8. This can be adjusted in game using the F1 to F12 keys for game speed or ctrl + F1 to F12 for the camera movement and zoom speed.

1.2 GAME PLAY

Prytorian Defender is a “tower defense” style game with a sci-fi theme. The game play is simple, your mission is to keep the enemies from moving to the end of the canyon (if they do that you will lose life). In your help you have different types of tower to destroy the enemies. There are two main types of enemies, Land and Air. The enemies will come in waves each harder than the previous one. To destroy Land enemies you need anti-land towers and anti-air tower to destroy air units. Some towers can shoot at both land and air. Towers cost credits which you get from surviving waves and killing enemies, all towers can be upgraded to make more damage, reload faster and shoot longer. One level 2 tower is better than two level 1 towers, so saving credits to upgrade towers may be better than building several level 1.

This is a table over the available towers stats, target types, cost etc. There are no limit to the number of towers you can build except the orbital laser tower which can only be built once.

1.2.1 TOWER TO BUILD (with upgrade all stats):

	Cannon Tower	Gatling Tower	Rocket Tower	Orbital Laser Tower
<u>Level 1 Towers</u>				
Damage:	60	30	45	550
Range:	250	250	250	1000
Reload speed:	5	15	10	1
Targets:	Land	Air	Land & Air	Land & Air
Cost:	250	250	500	1000
<u>Level 2 Towers</u>				
Damage:	150	75	112	1375
Range:	312	312	312	1250
Reload speed:	6	18	12	1
Targets:	Land	Air	Land & Air	Land & Air
Upgrade cost:	500	500	1000	2000
<u>Level 2 Towers</u>				
Damage:	375	188	280	3438
Range:	390	390	390	1563
Reload speed:	8	23	23	2
Targets:	Land	Air	Land & Air	Land & Air
Upgrade cost:	1000	1000	2000	4000

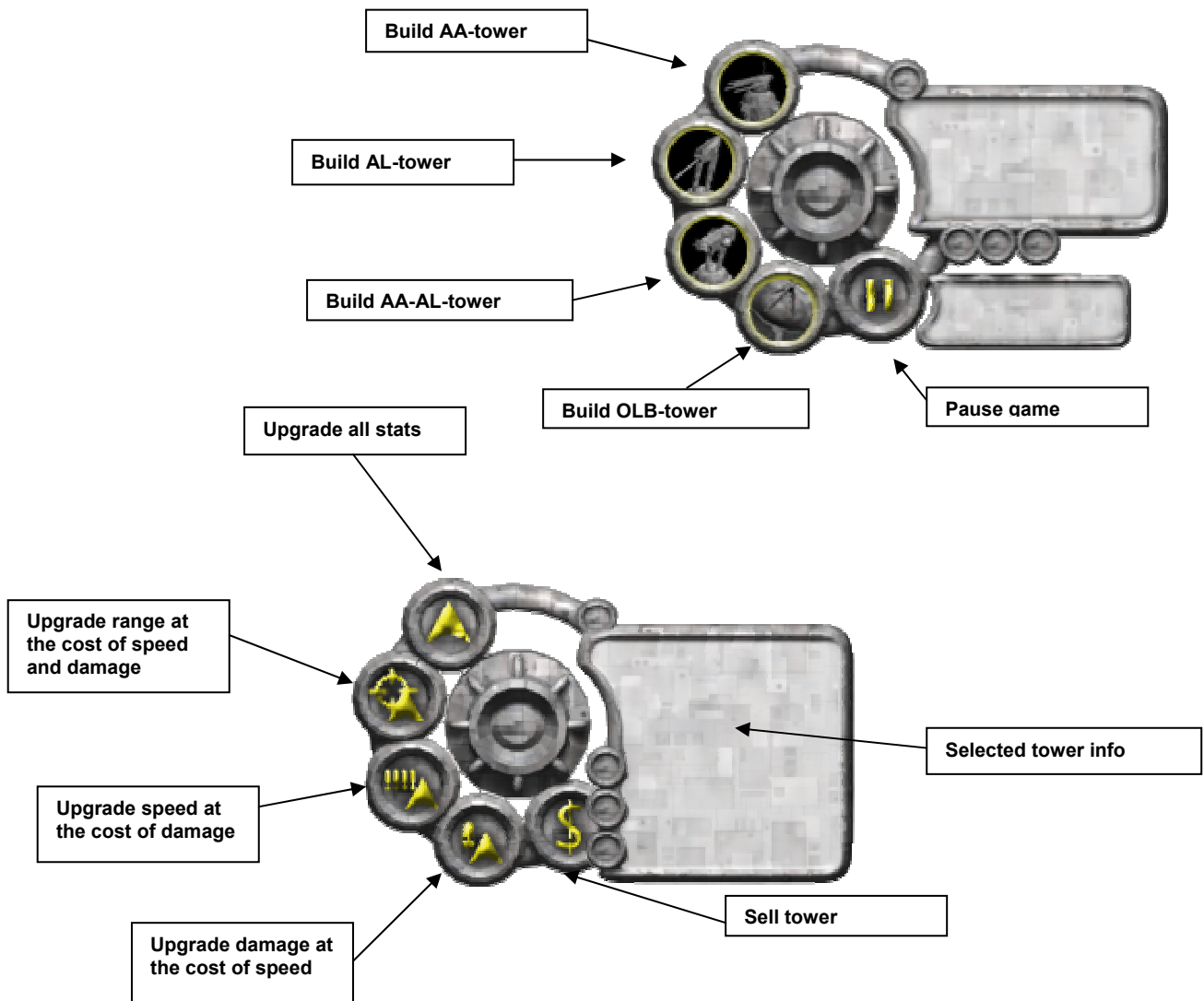
1.2.2 BONUS-PODS:

This is a bonus-pod which is dropped from orbit by supply ships. They contains several bonuses

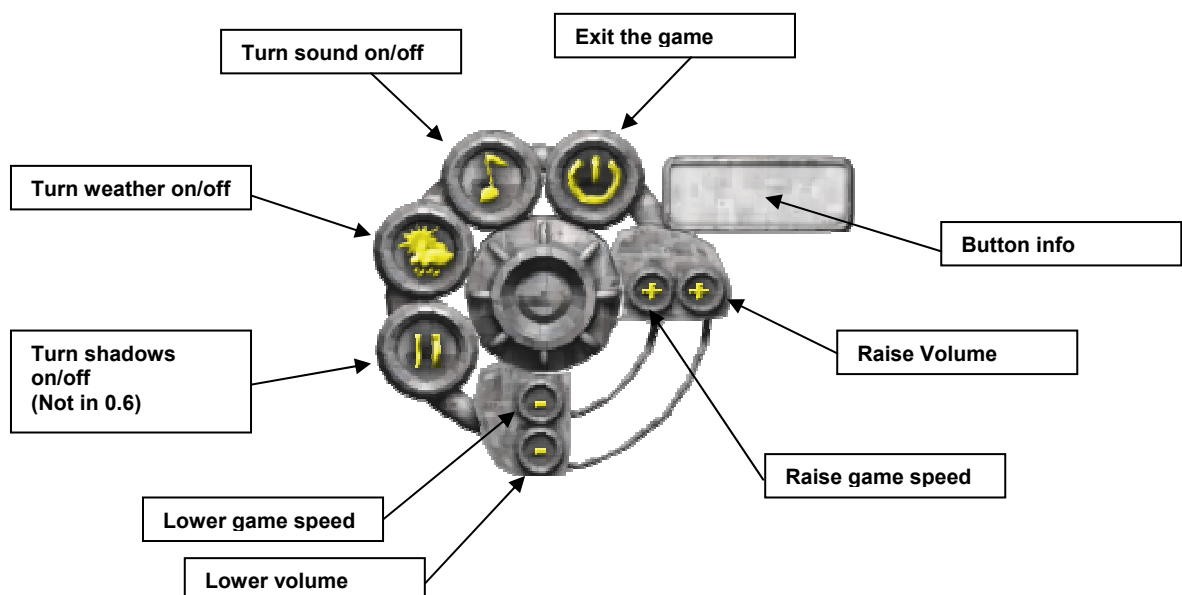


Which is applied to your towers by left-clicking the bonus-pods. The tower bonuses are extra Damage, Range or Reload speed. But the bonuses can also be in form of extra credits points an EMP or OLB blast. The EMP will stop all enemies for a short period of time.

1.3 THE IN GAME MENUS



The in game menus can be accessed by right-clicking with the mouse (the menu will appear around the cursor), if a tower is selected (by left or right clicking on it) a tower specific menu will appear (the left one). To close one right click or press on the menu center.



1.4 CONTROLS

- To move the camera just move the cursor to the edge of the screen, use “arrow keys” or the “A, S, D, W” keys on the keyboard.
- Use the F1 to F12 keys to set the game speed.
- Use the F1 to F12 keys while pressing the “Ctrl” key to set the camera movement/zoom speed.
- To pause the game use the in game menu or press the “P” or “Pause” key on the keyboard.
- Use the “1” key to build a AA-Tower, “2” key to build a AL-Tower, “3” key to build a AL-AA-Tower or “4” key to build the powerful OLB-Tower.
- Press “U” to upgrade a selected tower.
- Use the “+” and “-“ key to zoom in and out. You can also use the mouse wheel.
- To exit the game just press “Esc”.

1.5 CREDITS

This game is made by Filip Stjernberg in Visual Basic 6.0 and powered by the 3D engine Truevision 3D version 6.3

This is a beta demo, the final version will include multiple landscape settings (arctic, jungle, desert, wasteland, alien, city etc), more maps, more waves with new enemy models and multiple movement path, a map editor with custom wave setup, online high score list.

Official Homepage:

<http://www.veus.se/PrytorianDefender/index.htm>

TV3D

<http://www.truevision3d.com>

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