World of Dub

Manual

{Banana Hammock Productions} ♪

System Requirements

- Windows Xp, Vista, 7
- 120 MB hard disk
- Mouse

Installation

- Run Executable
- Follow Instructions
- Enjoy!

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Story

Far in the future, the world is very different. There are no cars, no houses, no people to be seen. Robot overlords have taken over the world and prey on any human that makes noise. Only a one group of silent survivors are left, and they have made a discovery. And it was Dubstep...

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How To Play

The object of the game is to destroy the **jammer tower** at the other end of the map from **your base**. 💬

In order to do this, you will need to lead your units to the enemy jammer tower by **drawing a path** from your base. You cannot select or control your units directly - you can only specify a path for them to follow.

A **path** consists of a series of **waypoints** which are automatically planted as your drag out your path. You can **extend** or even **split** the path by left-clicking and dragging from any pre-existing waypoint. The total length of your path and the total number of waypoints you can place is limited, however, by the amount of **energy** you have.
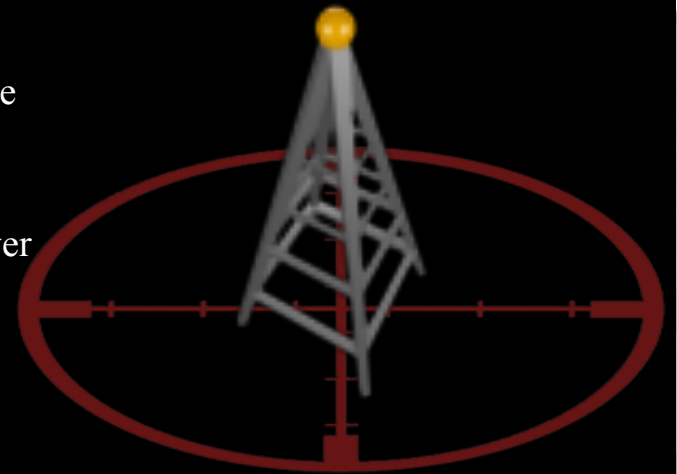
How To Play

Your **energy** resource has multiple uses; first, you can use it to **increase the total number of waypoints** you are allowed to place, thus increasing the maximum length of your path.
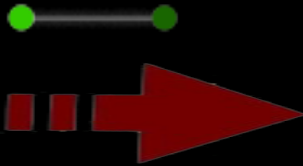
Energy is also used to **increase your unit cap** (total number of units allowed on the screen at once) and to **place new spawn points**.

You can collect energy by **destroying enemy towers** or **battery plants**.

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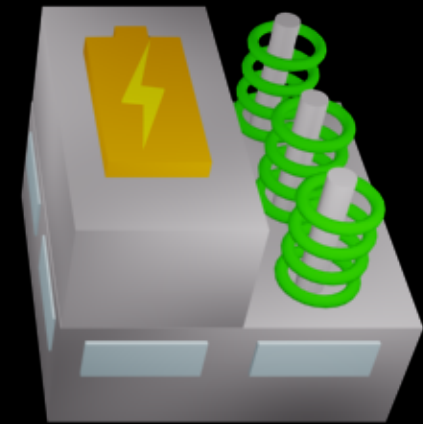
Controls

To drag a path….

… Left click and drag in the desired direction

To toggle waypoint status…

… Left Click the waypoint once. Units at a GREEN waypoint will advance. Units at a RED waypoint will wait.

To delete a waypoint…

… double Right Click it
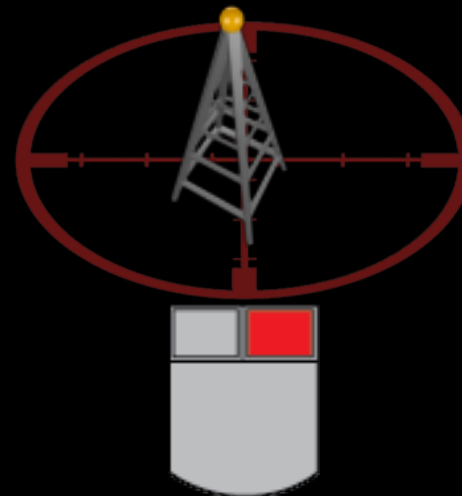
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Controls

To advance or retreat all units to a specific waypoint…

… double left click the waypoint

To attack a tower…

… right click it once

Your Units

Balanced units are cheap and versatile. Great for a brute force attack or as a distraction when bringing in the big guns.

Ranged units are speedy and shoot raw dubstep signals from afar. They can attack towers from safer distances or race past them altogether, but they are weakly armored

Tank units send beats through the ground, crumbling the foundations of enemy towers. Though they're the strongest, they move slowly and must attack from close range.

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Enemy Towers

Canon towers send a hail of bullets in the direction of anything that gets too close. But, they can only fire in one direction.
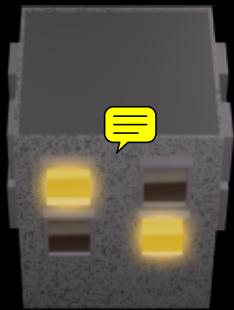
Beam towers continually sweep a destructive laser beam. Quick maneuvering is necessary to destroy this tower or sneak past.

Missile towers devastate everything in the path of their missiles. They fire in a single direction like cannon towers, but turn and fire more slowly.

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Gaining Experience

You will notice that houses light up when you draw paths near them. If you light up enough houses in a level, you will gain an extra experience point. When you have enough experience, you will level up and your unit cap will be increased.

You also gain experience by destroying as many towers as possible, completing the level in a short amount of time, and sustaining as few casualties as possible

There are also artifacts scattered throughout the world of dub. Collect them to gain extra experience.

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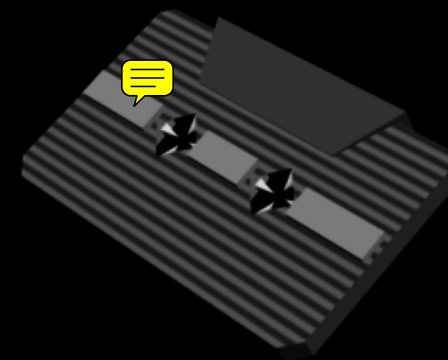
Game Tips

Destroy battery plants: Battery plants provide a free and easy way to gain energy

Delete unused or inefficient paths: When you delete waypoints, you are rewarded the energy it cost to place them, so you can place new waypoints where they'll be more useful

Try attacking towers from multiple directions: Some towers are easily distracted by decoy units... Some towers are considerably weaker when attacked from behind...

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Credits

Development Team

Project Lead – George Karalis
Lead Programmer – Daniel Murphy
Programmer/Artist – Supasorn Suwajanakorn
Programmer – Ningchuan Wan
Lead Artist – Tracey Geronimo

Music

Bang Bang – Nancy Sinatra (Zero Point one Remix)
Heavy Roller – Informant
Mako – Davwuh

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