

Starvoid Quick Start Guide

Getting started

When the launcher starts up, go to “Find game” to find a specific server. Double-click the server agreed to play on to join it.

When you enter the server, you will be asked to choose which contract to use. A contract is a set of units, gear for your commander and different special abilities to aid you in combat. Which contract you choose will strongly determine your approach to combat, be it background fire support with **Hellfire Kelly**, head-on assaults with **Cleburne** or stealthy hit-and-run tactics with **Grace**.

When you have made up your mind, click a contract to select it, then click “Enter Battle” (or hit Spacebar) to deploy onto the planet's surface.

Game goals - Battle

Teams and bases

You are going to play the game mode *Battle*. The players, (up to 12) are divided into 2 teams. Each team has its own base where its players spawn – and re-spawn upon commander elimination. The bases are defended by turrets to keep enemies away.

Victory condition

On the map there are several *Extraction Points*, or *EP:s*. Remain close to these for a few seconds to capture them. Once captured, they will start generating score for your team. The team with **most score after 10 minutes wins the game**, and a team also wins if they manage to capture *all* EP:s.

The EP:s must also be captured one row at a time: first those closest to your base, then the middle row, and finally those closest to the enemy base. Keep an eye out for **green objective markers** if you lose track of which EP:s to capture.

To capture an EP controlled by the enemy team, first *destroy* their Extractor deployed onto it.

Units

Your commander is able to spawn units into combat, but only one of each (your units are in the box bar at the bottom of the screen). Click a unit and then on the ground to spawn them, or double click to spawn them where you stand.

If a unit is destroyed, you can't re-spawn it again until it is *recharged*, which they are over time. All your units are also instantly recharged if you capture an EP, so keep up the offensive!

Commander elimination and re-spawn

Your commander is your most important unit, but it needs its droids to have a fighting chance in combat. If your commander is eliminated, it will emergency escape from combat and re-spawn back in base (you may change contract before using the “Change contract” button). **When escaping, all your droids are destroyed.**

Try eliminating enemy commanders to temporarily remove them from combat completely.

Controls

Controls should be pretty familiar to most players who have played real-time strategy games before.

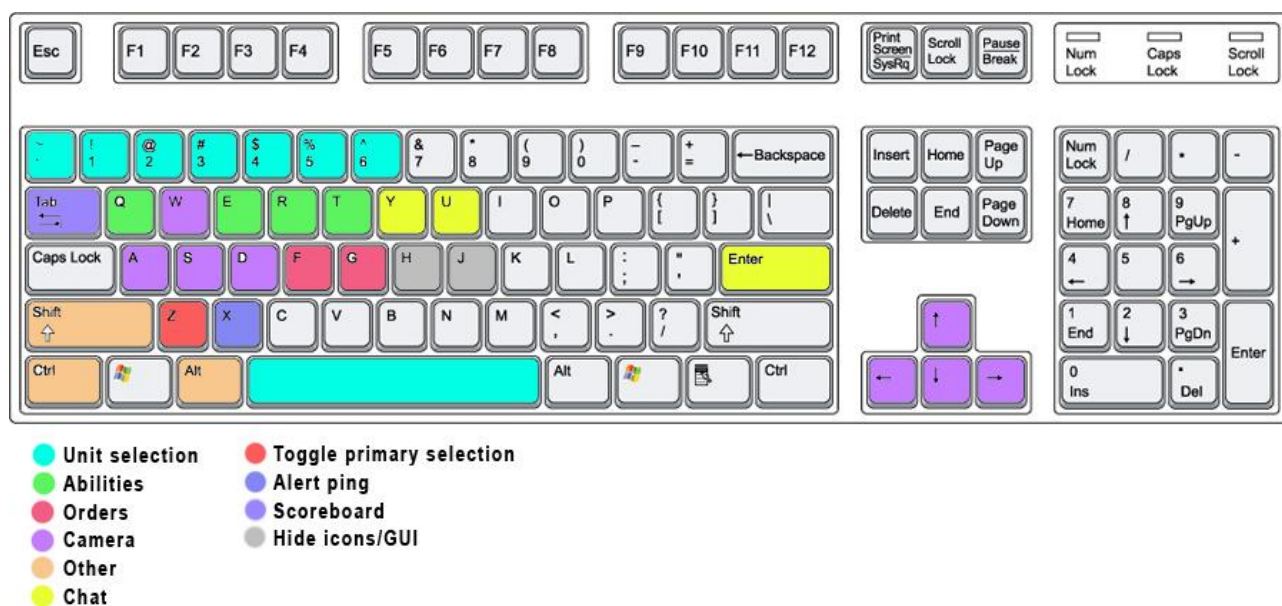
Mouse: **Right mouse button** is used for move orders and attack orders. The **left mouse button** is used to initiate abilities and deploying turrets.

Camera is moved using **W, A, S, D**-keys or by moving the cursor to the edges of the screen. You can also zoom using the mouse wheel.

Boxes containing **units or utility** abilities are assigned automatically to the **number keys** (1, 2...) in the order they were selected in the contract. When a unit is spawned, it can also be selected by pressing the key. Your **commander** unit is always assigned to the **Space** key. **\$** key can be used to select all your spawned units. Double tapping a unit's key will move the camera to it.

A selected unit's abilities are always assigned to the **Q, E, R** and **T** keys in the order they are displayed. If several units are selected, toggle which unit to be primary selected with the **X** key or **middle mouse button**.

Esc key opens the in-game menu where you may change contract, edit game settings or exit the game.

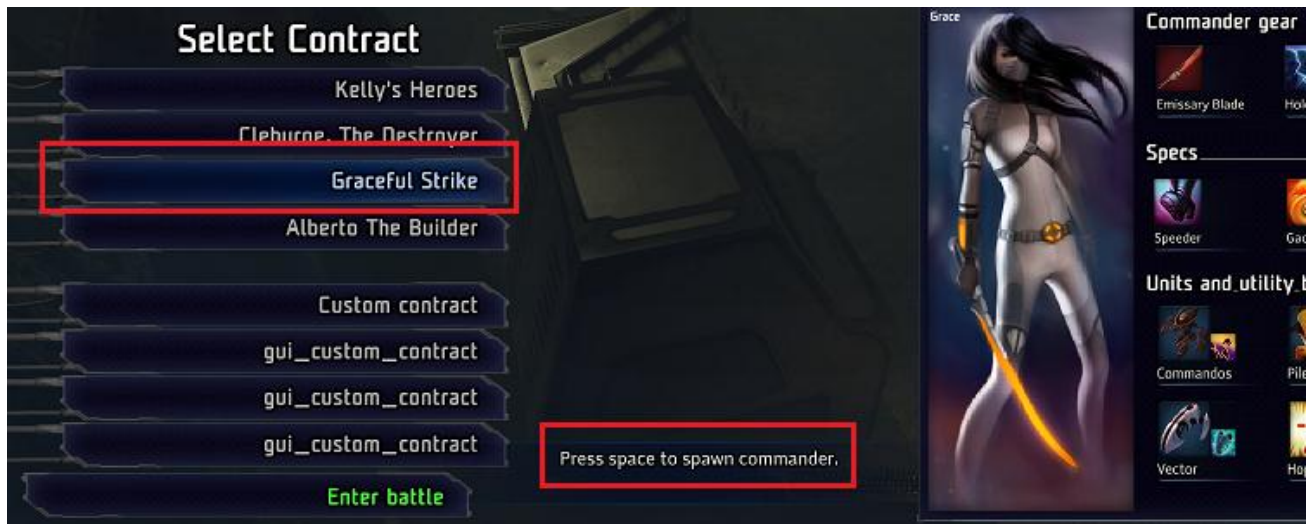


Starvoid keyboard layout.

Starvoid Beginners Guide (Grace)

This guide will introduce some of the basic Gameplay of Starvoid. The guide will teach you how to play the Graceful Strike-contract in the Battle mode. She's a infiltrator commander (In fast, kill fast, out faster!).

1. When you have successfully logged into a game server, select “Graceful Strike” and press [SPACEBAR].



2. Set up a move order for Grace to move towards the nearest Extraction point by right clicking with the mouse on the desired position.



3. While running, spawn a droid by double tapping either of the keys 1,2,3 or 4. I recommend the Commandos (Button 1).
4. When you have enough energy it is time to spawn your next droid. It is recommended to use the Piledriver (button 2) if you are facing another Commander and the Bushwackers (button 3) if you're in a safe spot. Piledrivers have a unique “Q” ability; it jumps into combat with a fierce leap and stuns any unit hit by its impact. This gives Grace a perfect opportunity to walk up to the rear of the enemy commander and use her “Final Cut” ability (“T”-button).

Units

1. The Commandos: The Commandos are 4 units who rely on their stealth ability to get in and out of combat.
2. The Piledriver: The Piledriver is used to stun enemy Commanders. Using Crashdive can open a opportunity to escape or use the "Final Cut" ability.
3. The Bushwhackers: The Bushwhackers are two very strong units who are able to increase their speed for the cost of increased damage taken.
4. The Vector: The Vector is your tank and your best weapon against heavy armor targets. You can cast a EMP-shock at certain units. The EMP will disconnect the afflicted unit for several seconds.
5. Hopper mines: Hopper mines will become invisible if they remain untouched for 2 seconds. The mines will trigger and explode when a enemy unit moves nearby.
6. Void Storm: Costs 225 bounty. Creates a Void Storm in the target area. Enemy units in the area take electric damage and are slowed. Units in the center are even more slowed and is inflicted with major absolute damage (absolute damage negates armor).

Grace's Abilities

Q: Stealth: You will be invisible for a couple of seconds.

W: Holoform: Creates a shield which will make you invulnerable, however you can't attack in Holoform

R: Demon Dial: The Demon Dial will hack targeted enemy droids and disconnect them for several seconds.

T: Final Cut: A Kill Bill-like attack that will inflict heavy damage to your enemy. Inflict DOUBLE damage if buried into your victim's back!

GUI Quick Guide



1. Basic information of the current selected unit. In this case it's the commander. It contains information of the unit **health** (275/275), **Damage Per Second** (18.9), **Movement Speed** (5.8) and **Armor** (if hovering the mouse above the purple square).
2. This is the action bar of the currently selected unit. If you hover the mouse above an ability, there will be a tooltip explaining its use.
3. The unit and utility bar for your commander. You can deploy droids and use utilities by clicking the corresponding number or by selecting them with the left mouse button.
4. Current **score** for each team. If the timer runs out the team with the highest score will win the round.
5. **Time left** on the current round.
6. This is the **upkeep** bar which ranges from 0-100%. Each deployed unit uses up an amount of upkeep and this sets the limit on how many active units you can have at the same time. The combined unit upkeep cannot exceed 100%.
7. If you hover the mouse above one of the units (in this case the commandos in the number 1 action bar slot) you will see basic unit information. **#4** indicates that the units will consist of four entities, **150** the cost in energy to deploy it. And **30%** its upkeep.
8. The yellow star. Shows the current amount of **bounty** you have. Bounty is used to activate utility abilities such as Void Storm. You get bounty by eliminating enemy units. Note that the bounty will reset to zero if your commander gets eliminated.
9. Current **energy**. Energy is used to deploy units and recharges automatically over time.