

DARK HIVE

MANUAL

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Story

Year 2185:

There are only a few humans left. 121 years ago, thousands of meteorites hit the earth, causing massive destruction.

The humans began to reconstruct everything they lost, but the resources were scarce. There was not enough petrol, and they were not able to use the same energy they used before. Nothing was left, with the exception of ... a pink mineral that grew in the meteorites. They discovered that this material - that was called ecopos - could be used to gather enormous amounts of energy, and it had really strange physical properties...

Soon they realized that they were not the only race interested in this mineral... a parasitic organism lived within the meteorites, and when the scientists first tried to break open a meteorite to see what the inside was like, they got infected. The organism made its way through their ocular globes, reaching the brain in no time.

Those who had that horrible fate began to show an irrational thirst for ecopos, as well as an extremely high photosensitivity. They could kill just for obtaining a little bit of the pink mineral.

The organism spreaded really quickly, infecting almost half of the global population. They became known as the daronites, because they were not humans anymore.

Everything is covered with tides of darkness...now, the Earth is just another dark hive for them...



About the Game

Dark Hive is a RTS (Real Time Strategy) game in which you guide a group of humans in their battle against those that are known as the Daronites. Everything is pretty much like any other strategy game you have played before, you have to collect resources in order to be able to create buildings. You train units in those buildings, and then attack your enemy with the units. ...well, actually it's more complicated than that, but DH has something you've probably never seen before in a game of it's kind: A real-time lighting engine that affects gameplay.

This game features a single-player story mode, single player skirmish maps, online multiplayer mode, up to 8 simultaneous teams, AI opponents... and you can create your own skirmish and multiplayer maps using the map editor.

DH is absolutely free, that means that you don't have to pay anything for it, and that the source is given completely credit-free, you can use it for your own games (copy code or use graphics) without the need to give the author credit in your creations.

If you want to develop it further, don't forgive to add your name in the credits at the end of the game before you release the new version.

I hope that you enjoy this game as much as I enjoyed programming it.

ArKano

A stylized, handwritten signature in white ink, likely belonging to the author ArKano. The signature is fluid and cursive, with a prominent loop and a long, sweeping tail.

Main Menu

This is the main menu screen:



Story: Takes you to the last campaign map you played. If this is your first time playing or if you deleted the saved games, it will take you to the first map.

Erase Story: This button deletes all your progress in story mode.

Skirmish: Takes you to the skirmish menu.

Exit: Exits the game.

There are five sliders in this menu as well:

Screen Scroll Speed: Sets the scrolling speed of the view when you are playing.

Hour Selection: Sets the hour at which the game will begin. You can use this to start at night instead of starting in the morning.

Minute selection: Sets the minute at which the game will begin.

PM/AM: Pretty self-explanatory.

AI difficulty level: Increases or decreases the AI intelligence. 1 is easy, 2 is medium, 3 is hard.

Skirmish Menu

This is the skirmish menu screen:



Load Map: Loads the current map (first map in the map list). This is the standard skirmish mode for one player.

Host: Hosts a new multiplayer session. (See Multiplayer for more information).

Join: Joins an existing multiplayer session.

Main Menu: Returns to the main menu.

The sliders are still here if you want to change anything before starting the skirmish.

There is still one more thing to pay attention to:

Map List: Here you can see all maps in the game directory (.dhm extension). Click the arrows to move the list up and down. The first map in the list is always the currently selected one.

Game Screen

This is how the in-game screen looks like:



1.- This is the status bar. Here you can see the amount of ecopos (pink icon) and sap (green icon) you currently have. You can also see the total amount of energy you are allowed to use, and how much you are using right now

2.- This is the clock. It shows the current time. (AM/PM format)

3.- This is the map. You can see your units, buildings and all the scenery.

4.- Here you can see the action grid. All actions that your selected units or buildings can do are represented here as buttons.

5.- The minimap. It only works during day, so plan your attacks wisely. You don't want your units to get lost in the darkness.

6.- The chat column. Here you can type things, that every player will read. (Press enter to send the message)

To exit to the main screen, press **ESC** and then click the main menu button that appears in the top-right corner of the screen. You can hide this button by pressing **ESC** again.

Unit selection system:

In **DH** you can select units as you usually do in most rts games. Click on a unit to select it. Click and drag to create a selection rectangle, every unit inscribed in that rectangle will get selected.

You can also press shift to keep previously chosen units selected while you select more.

Pawns:

The pawns are the most important units in the game, since they can gather resources and make buildings.

When you select one or more pawns, every tree and mine in the map are highlighted. Then you can right-click on a mine or a tree to have the pawns gather resources from it.

Pawns are very weak so try to protect them.

Creating buildings:

When a pawn is selected, some buttons appear in the action grid. Those are available buildings. Click the desired one, and if you have enough resources, a circular template will appear behind the cursor. If you want to cancel the construction, left-click with the mouse. If you want to continue, place the template where you want the building and right-click. The selected pawns will begin the construction process.

If for some reason the pawns disappear before finishing the building (they are destroyed, for example), just select another pawn and right click the building template.

Light & Darkness:

Light is very important for you because it slowly heals most of your units. This can be a decisive advantage against the enemy, whose units only heal in darkness.

One more fact about the light is that it lets you see. Well, that's pretty obvious, but generally having a battle against the enemy at night is a bad idea because you won't see where the enemy is.. Always try to lighten up your surroundings, there are two ways to do this: creating more buildings, and using special units.

A bunch of units in the game emit light, such as the pawns. Some units emit more light than others, and in different ways.

Be careful, though, because Daronites emit darkness, and their bases are permanently at night.



Multiplayer

You can connect with other players and play with them online, using the multiplayer feature of the game. You can access multiplayer mode from the skirmish menu.

If you want to host a session, select the map you want to play and click the 'Host' button. The game will ask you for your name, and you will be taken to the online lobby. Once there, you can select a team and chat with everyone that joins your session. When one or more players join it, you will be able to begin the game by pressing 'Begin'.

If you want to join a session, click the 'Join' button. Then write your name and the ip of the computer that hosts the session. If that computer is behind a router, the ip that appears over the map list may not be correct. Once connected, you'll be taken to the lobby, where you can chat with other players and select your team. The game will begin as soon as the host decides it.

This is the online lobby:



1.- Chat column.

2.- Available teams, here you can select a team to play with. Already selected teams will appear in red, while unselected teams will appear in dark blue. When you pick up a team, it will be highlighted in bright blue.

The red zero enables watch mode, in which you can't play with any team but you can watch the game.

3.- Here you can see all players in the session.

4.- This button makes the game begin.

When someone exits the session, a message will appear in the chat telling you who quit.

Map Editor

DH has a map editor that lets you create your own campaigns and skirmish maps.

To select map size, use the top-left sliders and press 'space' when you are satisfied (doing this will erase all objects in the current map, so be careful).

To add objects to the map, use the buttons in the bottom-left corner of the screen. Click one and move the object where you want to put it. To erase an object, left-click it. You can move objects by dragging them around.

You can save and load maps using the buttons near the minimap. You need to provide the extension in both cases. (.dhm for skirmish maps and .cml for campaign maps).

There are some things that must be taken into account when creating a map:

- If you create a CPU player, make sure you add an AI with the same team as that player.
- If you want to make multiplayer maps, be sure to add more than one human team.
- If you add a mine or a tree very close to a central hall, it will not appear when you play the map.
- Be sure to add a starting point for each team in the map (using the button to the left of 'terrain').

Multiplayer maps only differ from normal maps in the fact that they have more than one human player available. Make sure you add an (m) at the end of their name so that people can recognize them in an easy way.

Editor Screenshot:



CREDITS:

PROGRAMMING:

ArKano
GearGOD

MUSIC COMPOSITION/RECORDING:

ArKano

SOUNDS:

DarkGaze
ArKano

GRAPHICS:

ArKano
Camelot 22020
DarkGaze

TESTING:

ArKano
DarkGaze
The Mordeus
BenRK
Razard
mindslaver
Deku ScrewedUp

SPECIAL THANKS TO:

DarkGaze
GearGOD
Camelot 22020
Doom Hacker
Anti
Sub
JVI i I{I
Foslock
Adamsucks
MasterViking
Andruth
OmicronGamer
Cookie
The Red Baron
2dking10
Blue123
Hermanshootz

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and special thanks to you for playing DH!