

MARTIANS VS. ROBOTS

INSTRUCTIONS

GAME MODES

ARCADE MODE

Blow it up, gather it, do whatever it takes to earn points! Watch out for those pesky robots though, their numbers are growing every day!

Use your research screen to develop new technologies and to build more ships! The larger the ship, the longer it takes to build, but the extra energy and weapon mounts will make it worth your while.

An arcade game lasts until all your ships have been destroyed, so you better keep collecting ore and building as fast as you can!

Hint: The first few levels are easy, so make sure you open your research screen and get started with something right away (because it WILL become more difficult as you go!).

MULTIPLAYER MODES

Deathmatch – Classic Deathmatch, kill or be killed. Earn a point for every enemy ship you take down.

Team Deathmatch – Same as Deathmatch, but you have a team on your side. Watch out for enemy turrets!

Gauntlet – Who cares about destroying each other! Whoever collects the most resources wins!

Capture The Core – The Martians Vs. Robots take on capture the flag. Steal the enemies power core, disabling their ability to repair, and return it to your own base!

Hints and Tips:

- * Take down a turret power node, and every turret attached to it will cease to function.
- * Repair turret power nodes by using your beam weapons on them. They'll charge right back up!
- * Use your power core's base station to perform ship repairs while your power core is still there!
- * Communicate! Press <ENTER> during multiplayer games to chat.
- * Coordinate research! In the research screen, there's a small white square next to each technology for each person currently researching it.

GAME INTERFACE



RADAR

Your typical radar system.

Green = good guys

Red = bad guys

Yellow = asteroids

ORE LEFT

This is how much ore you have left to use for research. Once it's gone, your researching days are over until you find more!

ENERGY

Watch this closely, because every weapon you use requires differing amounts of energy. If this turns yellow, your weapon is either cooling down, or you don't have enough energy to fire yet.

TARGETING RETICLE

Use the mouse to aim this at bad guys before you fire. You will also steer towards wherever you point.

TIME LEFT

Everything comes to an end, and when this timer runs out, it's level-over for you!

HULL & SHIELD STRENGTH

This is how much life your current ship has left. Be careful though, because even though your shields will slowly recharge, your hull won't. Hulls can only be repaired by sitting on top of your active power core station.

CONTROLS

NOTE: These are the default control keys. Most can be customized via the Controls option in the main menu.

DEFAULT KEY	CONTROL	DESCRIPTION
W	Thrust Forward	Increase Thruster Speed For Real Physics mode, press and hold to fire thrusters
S	Thrust Backward (brakes)	Decreases Thruster Speed (non-physics mode only)
D	Thrust Right	Works in Real Physics mode only
A	Thrust Left	Works in Real Physics mode only
SPACEBAR	Cut Engine	In non-physics mode, cuts engines and lets your ship drift
R	Radar Range	Switches between radar ranges (zooms in and out)
T	Self Destruct	Multiplayer only, blows up your ship with an Earth shattering kaboom!
HOME	Tilt View Back	Tilts your angle of view back
END	Tilt View Forward	Tilts your angle of view forward
Mouse Button 0	Fire Primary Weapon	Fires your selected weapon
Mouse Button 1	Use Special Weapon	Uses your special weapon (Cloaking or Teleport)
KEYS 1 - 5	Weapon Select	Selects the designated weapon
F	View Research	Opens your research screen to let you select what to research or build. NOTE: In single-player mode, ships are built instead of researched.
TAB	View Scoreboard	In Multiplayer games, it opens the scorecard.
ENTER*	Chat	Chat in multiplayer games
LEFT ARROW	Turn Left	When "Aim With Mouse" is turned off, this will rotate your ship counter-clockwise
RIGHT ARROW	Turn Right	When "Aim With Mouse" is turned off, this will rotate your ship clockwise
ESC*	Open/Close Menu	Escapes most menus, and opens up ship select screen

* Cannot be modified

NETWORK GAME INFORMATION

Martians Vs. Robots supports up to 24 player multiplayer games. Note however, that the number of players and map sizes should be lowered in accordance with your available bandwidth and server processing power.

If you have a firewall in place (from either your operating system or network router), ports **27995** and **27996** must be opened to freely allow TCP traffic to and from your server. For LAN games, UDP traffic must also be allowed.

BUILDING CUSTOM MAPS

You can build your own maps to share with friends. You do this by writing all of your map information into a .map file, and then placing it, along with all of its assets, into the mvr/maps directory located within their user's directory as specified by this table:

Windows XP	C:\Documents and Settings\ <user>\mvr\maps</user>
Windows Vista	C:\Users\ <user>\mvr\maps</user>
Mac OS X	/Users/<USER>/Library/Application Support/mvr/maps
Linux	/home/<USER>/mvr/maps

Please place all of your assets into a unique subdirectory within the maps folder in order to keep from overwriting other people's assets.

Below is a sample map file:

/maps/myveryown.map

```
[NAME]
nm The Black Hole
ty TDM
up 1

[DETAILS]
wt 4096
ht 4096

[BACKGROUND]
bd /myveryown/mynebula2.png
bg /myveryown/sun.png -4000 4000 -8000 2000 2000
pl /myveryown/marsmap.png 2500 -2500 -4000 2000 0.5
```

[ASTEROIDS]

a 2 50 -375 700 0.02 -0.02
a 2 20 -500 -500 0.02 -0.02
a 3 15 1000 1000 0.02 -0.02
a 1 20 -575 -775 0.02 -0.02
a 1 16 -2000 1750 0.02 -0.02

[GRAVITYWELLS]

gw 500 7.5 0 100

The section headings are to make it easier to read, but are not necessary .
All commands should remain in lowercase,
and all **path and file names are CASE SENSITIVE!!!**
Do **not** put spaces after commas.

The following table specifies the allowed commands and their syntax:

nm	The map's name
ty	The map type: DM = Deathmatch TDM = Team Deathmatch CTC = Capture the Core GAUNTLET = gauntlet
wt	Map Width (recommended >2000)
ht	Map Height (recommended >2000)
bd	Backdrop image. This image fills the entire background. Note, image sizes should not exceed 1024x1024 resolution. And keeping an image smaller will allow more people with less powerful hardware to run your map.
bg	A background image. This image will be displayed at the given coordinates and at the specified size. Images should not exceed 1024x1024 resolution. Syntax: <i>bg file x y z width height</i> Note that x and y values will increase the lower you make z (z should be a negative number).
fg	A foreground image (experimental). This image will be displayed at the given coordinates and at the specified size, and will move at the specified velocity (dx and dy). Images should not exceed 1024x1024 resolution. Syntax: <i>fg file x y z width height dx dy</i> Note that dx and dy should be less than 1 and greater than -1.
pl	A background planet. Creates a planet with the specified image as its surface texture. Images should not exceed 1024x1024 resolution. Syntax: <i>pl file x y z size spinspeed</i>

	Note that spinspeed will typically be less than 1 and greater than -1.
a	<p>Asteroid. Creates an asteroid at the specified location with the specified velocity. Syntax: a <i>type</i> x y <dx dy></p> <p>Type is a numeric value: 1, 2, or 3 (specifies the asteroids basic shape) dx and dy are optional and specify the asteroids velocity (a number between 1 and -1)</p>
gw	<p>Gravity Well. Creates a gravity well at the specified location with the specified size and power. Syntax: gw <i>size force</i> x y</p> <p>Force can be between 0 and 10 (you can go higher... but...)</p>
tt	<p>Transit Tunnel. Creates a transit tunnel with openings at the specified coordinates. Syntax: tt x1 y1 x2 y2</p>
c0	<p>Martians core location for Capture the Core games Syntax: c0 x y</p>
c1	<p>Robots core location for Capture the Core games Syntax: c1 x y</p>
t0	<p>Martians Spawning Location (creates a box area) Syntax: t0 x1 y1 x2 y2</p>
t1	<p>Robots Spawning Location (creates a box area) Syntax: t1 x1 y1 x2 y2</p>
wl	<p>Creates a wall from each coordinate set Syntax: wl <i>type</i> x1,y1 x2,y2 x3,y3 ... xN,yN</p> <p><i>Type</i> is an integer value (0-3), but not currently implemented</p>
tu	<p>Creates a turret power node with attached turrets Syntax: tu <i>team shieldstrength</i> x ,y <i>weapon1,firerate1,radarrange1,x1,y1 ...</i></p> <p><i>Team</i> must be either 0 (martians) or 1 (robots) <i>shieldstrength</i> your call! But I'd recommend keeping under 10000 <i>firerate</i> is in milliseconds (so 1000 means it can fire once a second) <i>radarrange</i> is the distance at which it will detect an enemy ship</p>