User Manual

Introduction

Welcome colonist! Congratulations on choosing a brighter path! Together we will meet our mutual future, building an enterprise for generations to come!

Harvest: Massive Encounter is a real-time strategy game with battles of epic proportions and a unique style of resource management and exploration. In this 2D fantasy you take on the role as the base commander of a space colony far, far away. Use five building types in a creative way to efficiently expand and defend it. Build power plants, mineral harvesters and defense towers and make sure they have sufficient energy to fend off endless hordes of evil aliens. The game offers a vast array of possible strategies with these simple rules, and will compel you to try new and better base designs every time.

In Harvest: Massive Encounter you place buildings that cost credits and energy. Credits are gained by harvesting minerals from mineral fields, and energy is produced by power plants. What makes the game unique and interesting is how you get the energy to the building that requires it. Energy moves from the power plants to other locations by jumping between energy links that you place, and you can improve the energy network by setting waypoints.

You also need to build defenses. Lots of defenses! The aliens are out to get you! They must be stopped with Laser Towers, Missile Turrets and bombs that you place and power up with energy. The laser towers can be linked together to improve their range and damage, and the missile turrets can be upgraded for different purposes. These defenses are needed, because the aliens are equipped with ten distinct units, each that require different priorities and counter-measures.

Your objective is to try to stay alive for as long as possible. Compete on the extensive online high-score lists, form player groups that battle against other groups, or compete to beat your own record on each of the game's planets. With two scores to beat, three planets to explore and four high-score enabled game modes, you won't be finished any time soon!

Recommended System Requirements

1.4 Ghz CPU

256 MB RAM

GFX Card with 64 MB Video RAM

How to Play

The game plays as a real-time strategy game with focus on base defense design and resource management. You have two resources, **energy** and **credits**. Energy is produced by **Solar Plants**, and credits are gained by selling minerals, which are gathered by **Harvesters**.

Buildings are added by selecting their icon in the building list, and then putting them somewhere in the map. The interesting aspect of the game is that the energy is a physical entity in your base. You will need to use **Energy Links** to redirect the energy to your buildings. This gameplay element requires careful planning since randomly placed links will cause the energy to bounce randomly. To make the energy more focused you can set waypoints for the energy by clicking on energy links and dragging to other links or construction

sites.

The credits you gain from your harvesters is used to construct more buildings. After a while, depending on game mode, enemies in the shape of alien spaceships will appear and attempt to destroy your base. You must thus build **Defense Towers** or **Missile Turrets** to defend yourself. Missile turrets can in turn be upgraded to **Tempest Missile Turrets** or **Eagle Cruiser Turrets**, which can be useful versus certain kinds of threats.

Some of the modes can be won, while others only challenge you to survive for as long as possible. Read more below.

Game Modes

The **Normal** game mode offers the default gameplay experience of Harvest: Massive Encounter. You begin with moderate amounts of resources and must expand and survive while constantly being under attack by aliens. Every minute the alien threat - measured in **Threat Levels** - increases, forcing you to constantly adapt or be overrun. The objective of the mode is to survive for as long as possible, beating your own and your friends' high-scores.

The **Wave** game mode is more relaxed than the normal mode. In this mode you are in charge of deciding when the aliens should attack. You can launch 10 different alien waves, and your objective is to survive these waves as quickly as possible. Each wave will grow stronger than the one before but defeating them will also gain you a resource bonus. To make matters more interesting, you are also allowed to choose in which *order* the waves should appear.

The **Insane** game mode is similar to the normal game mode, but as the name implies it's clearly more challenging. Again the objective is to survive for as long as possible, but this time the threat level increase four times faster than normal. To give you a fair chance, you begin the game with a lot more resources than normal.

In the **Rush** game mode you also begin with lots of resources, but there will only be one, very big, attack on your base. Your objective is to deal 50,000 points of damage as quickly as possible. You must also manage to create that amount of damage before you are overrun, of course.

In the final, **Creative** mode, there exist no objectives. This is a sandbox mode where you can play around with settings as you like. The creative mode also contains more buildings than the other modes. These buildings has only the purpose of looking good – allowing you to build a beautiful space colony.

Default Ingame Shortcuts

Action	Shortcut	Alternative
Open game menu	ESC	
Close menus	ESC	
Take Screenshot	Cmd + T	F11
Attack Priorities	I	F3
Game Settings	O	F2
Toggle Pause	P	
Pause Game	1	
Slow-motion	2	
Normal Game Speed	3	
Fast Game Speed	4	
Quadruple Game Speed	5	
Increase Game Speed	+	
Decrease Game Speed	-	

Action	Shortcut	Alternative
Solar Plant	S	
Energy Link	E	
Harvester	R	
Defense Tower	D	
Missile Turret	T	
Upgrade Eagle Cruiser	C	
Upgrade Tempest	V	
Overcharge Energy Link	X	
Link all towers within range	X	
Replace Solar Plant	X	
Sell Depleted Harvesters	X	
Make Front Tower	Z	
Sell Building	Backspace	
Toggle Fullscreen	Cmd + F	Alt + Ctrl + Enter

Advanced Tips & Tricks

- You can redirect energy more efficiently by setting energy link waypoints. Click and drag between energy links, or select an energy link and right-click on another.

- You can connect defense towers to each other in the same manner. Linked towers will add damage and range to the tower in front.

- You can quickly link energy to construction sites by double-clicking on the construction site.

- In most game modes the map will expand if you build close to the map's edges. The map will shrink again if you lose your buildings.

- Energy links can be overcharged and explode in a huge blast!

Complete List of Credits and References

Oxeye Game Studio

- **Jens Bergensten**, Programming and game design
- **Daniel Brynolf**, Artwork, sound effects and game design
- **Pontus Hammarberg**, Artwork and cinematics
- **Alexander Persson**, Platform programming
- **Jonas Johnsson**, Programming and shaders

Sound Credits

- **Steve Olofsson**, Music
- **Nurykabe**
- **themfish**
- **Connum**
- **digifishmusic**

- **csengeri**
- **FreqMan**
- **inferno**
- **wildweasel**
- **kwazi**
- **acclivity**
- **Genghis Attenborourgh**
- **nofeedbak**

Voice Acting

- **Larry Jones** as Medusa Spokesperson
- **Dina Monaco-Boland** as Melizza Fairwood
- **Rick Scaffe** as Buster Goodfellow
- **Robert Pike Daniel** as Michael Dvorak

Technology Information

- Our Daisy engine is based on an old version of the Irrlicht game engine (version 0.7, 2003), http://irrlicht.sourceforge.net/
- Harvest contains a ZLIB implementation. http://www.zlib.net/
- Harvest contains a JPEG implementation. http://www.ijg.org/
- Harvest uses the BASS Audio Library.

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- **Niklas Olsson**, Web development and SEO

Contact Information

Oxeye Game Studio