

Priority: Survive - Manual

Distortum

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Chapter 1

About

Priority: Survive is a 2D real-time strategy. The story is set into the future to a distant planet.

1.1 Game features

The game is single-player only. The features follows:

- 6 single-player missions
- in-game cinematic
- 3 unique groups (army, pirates, aliens)
- 24 unit types
- 15 building types

1.2 Authors

The game was developed by Distortum mostly by these members in alphabetical order:

- Juraj Blaho - programming
- Dominik Krivý - sound effects
- Jozef Rolinčín - graphics

Chapter 2

User interface

2.1 Controls

Holding mouse cursor over a button for a short time shows a hot-key associated to that button. Other commands are following:

left mouse button click Select one unit or building.

left mouse button double click Select all units/buildings on the current screen of the same type as the clicked unit/building.

left mouse button click and drag Select multiple units or buildings. It is also possible to select multiple enemy units or buildings.

Shift+<selection command> Add units to selection. Any of the above selection commands may be used.

Ctrl+<number> Mark currently selected units/buildings by number.

<number> Select all units/buildings marked by this number.

right mouse button click When units are selected, then move or attack. When buildings are selected, then set their rally points.

space View last notification (building ready, base under attack, etc) position.

home View the unit showed on the panel. It's the same as clicking on the unit picture.