GRAY MANTIS

ZERION 12

Instruction Manual

STORY:

The year is 2184.

Mankind is on the brink of extinction.

Earth has been destroyed.

The last remaining survivors have fled to planet Zerion 12 in order to colonize and repopulate the human race.

The planet is overrun by an alien species called Zektid's. You will need to lure them to the surface and clear the planet sector by sector.

It is our only hope for humanities survival.

The goal of the game is to place towers strategically to stop the waves of enemies from destroying an attraction beacon which is summoning the burrowed enemies to the surface of each sector. There are 12 sectors to complete in total with each lasting 15, 1 minute waves each.

MAIN MENU:

The Main Menu displays the Zerion 12 game title.

The button selections below will load the corresponding screens or actions.
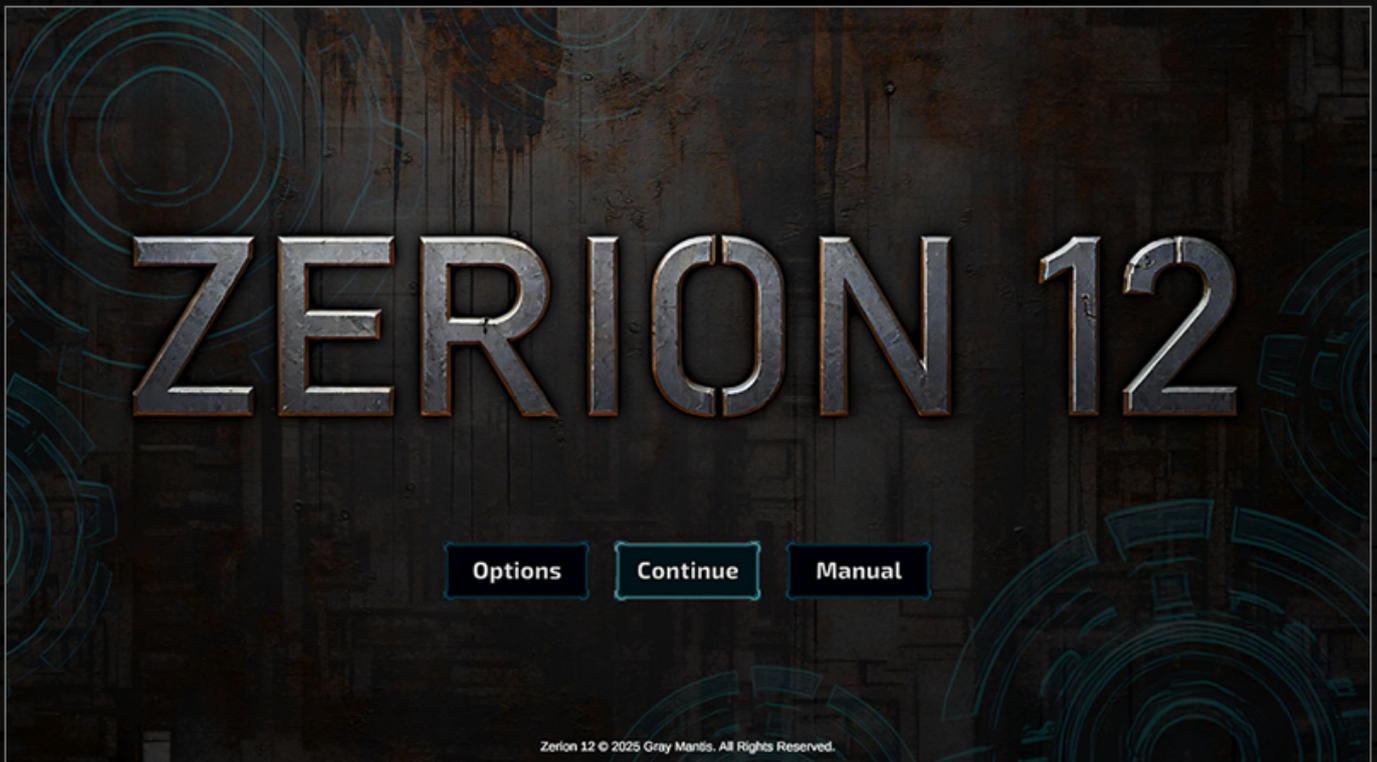
START:

This will load the Sector Selection screen.

OPTIONS:

This will load the Options Screen where you can change the key mappings to the controls and adjust the volume for Music and Sound Effects.

MANUAL:

This will load the Manual screen that explains details on how the game is played and information about the Towers and Zektid's.

ZERION 12

Options   Continue   Manual

OPTIONS:

The Options screen on the Main Menu and in game allows you to adjust the volume of the Music, Sound Effects and turn off / on certain features..

Below is a list of options you can toggle off / on.

Anti-aliasing: Toggle on / off edge smoothing.
Fog: Toggle on / off any fog in the scenes.
Post Processing: Toggle on / off all post processing effects. Bloom, Ambient Occlusion etc.
Shadows: Toggle on / off all shadow casting.
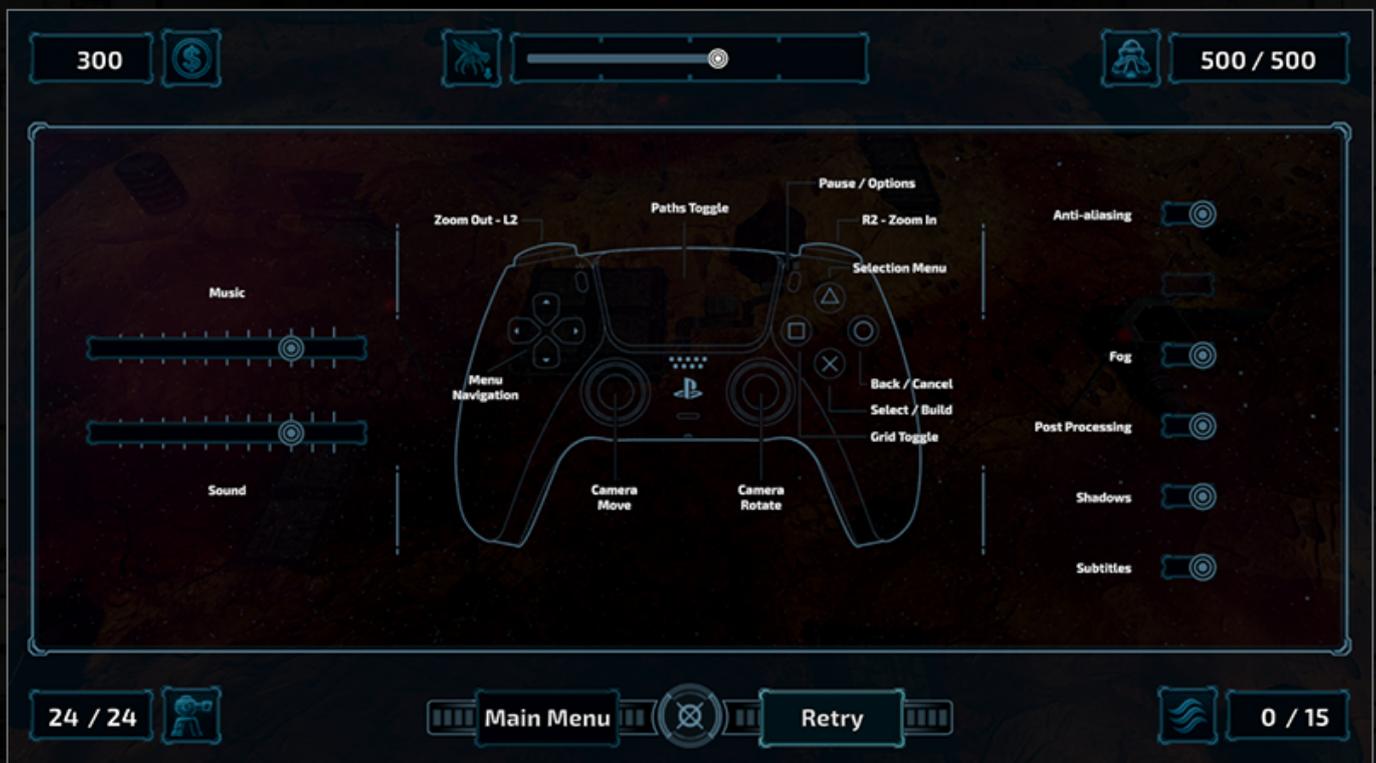Subtitles: Toggle on / off all text that displays when narrator is speaking.

The only difference betwen the Options screen on the Main Menu and in game is the in game Options screen has the buttons listed below.

MAIN MENU:

The Main Menu button will take you back to the Main Menu.

RETRY:

The Retry button will allow you to reload and retry that sector from start.

MANUAL:

The Manual screen displays the entire games Instruction Manual. You can scroll up or down with the arrow buttons. Here you will find everything you need to know about playing the game.

Clicking the Back button will take you back to the previous menu.
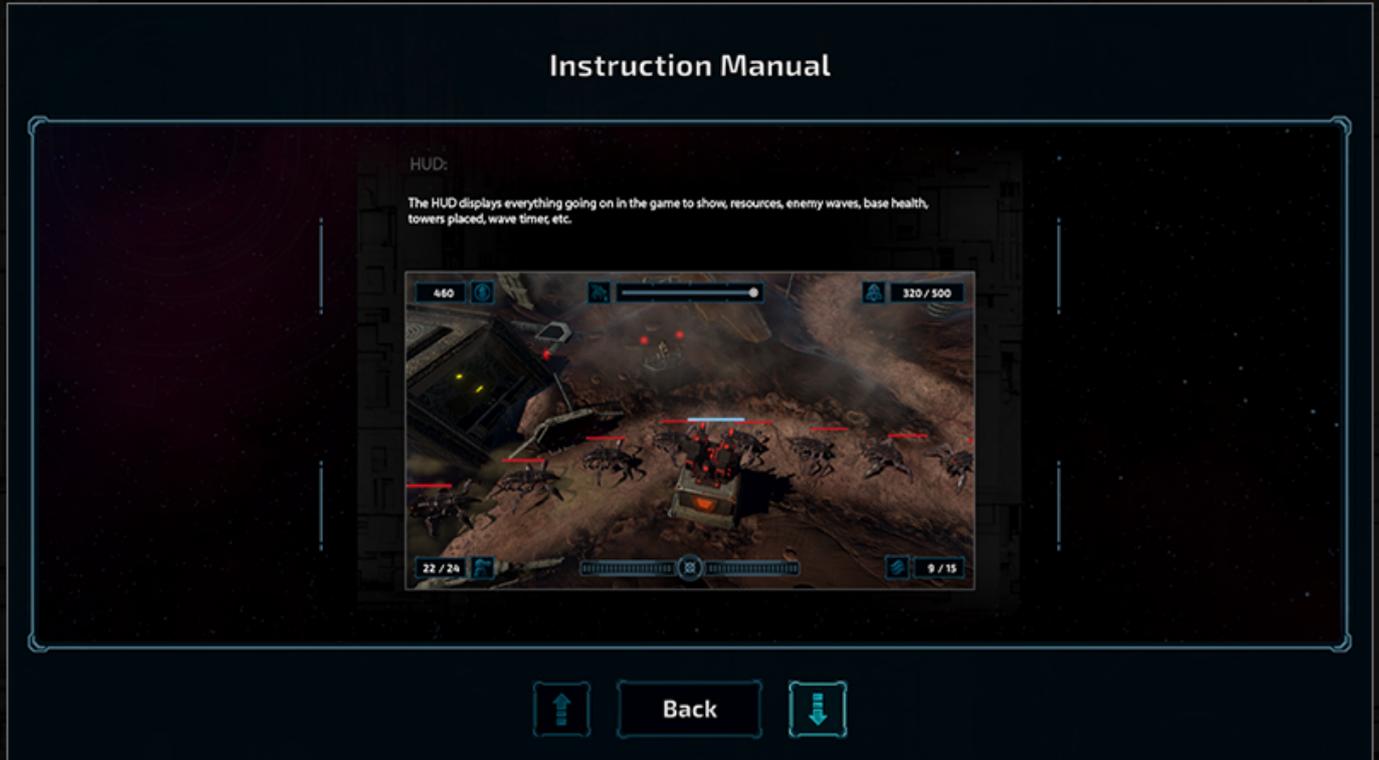
GAME SAVING:

This game saves automatically when a sector is cleared. At the Victory sequence when clearing a sector, you will see this icon display briefly. This indicates that the game is automatically saving.

Do not shut the game down while the game is saving.

SECTOR SELECTION:

The Sector Selection screen is where you will choose what sector to play.

When first starting the game, only Sector 01 is unlocked and playable. As you complete each sector, the next one will be unlocked. There are a total of 12 sectors to play in the base game.

All sectors that are locked and unplayable will display a locked icon on the button.

Once and sector is unlocked, it will remain unlocked for you to revisit and replay at any time you like.

MAIN MENU:

The Main Menu button will take you back to the Main Menu.

SECTOR AWARD:

The star icon under the sector buttons is an award that can be unlocked by completing two tasks on each sector.

You must complete a sector by A) Attraction beacon taking no damage. B) Have 2000+ resources when completing a sector.

HUD:

The HUD displays everything going on in the game to show resources, enemy waves, base health, towers placed, wave timer, etc.

The top / left shows how many resources you have. Resources are issued in different amounts each time an enemy is killed, when a wave is completed, if you advance to the next wave early, if a wave is completed within 15 seconds, 30, seconds or 45 seconds as well as if a base has suffered damage or not. Max resources is 8000.

The bottom / left shows how many tower slots you have left to place towers. The max towers that can be placed is 24.

The top / right shows how much health the attraction beacon has. The max value of health is 500. Once a beacon reaches 0 health, it is destroyed and a Level Failure will occur.

The bottom / right shows the current wave you are on. There are a total of 15 waves per sector each lasting 1 minute long. Once the final wave is completed, a Level Victory will occur.

ENEMY ICONS:

The Enemy Icons shown on the HUD will be displayed at the top / center on the left / right side of the Wave Timer. When displayed, this shows what type of enemy will be coming in the next wave.

This Enemy Icon indicates a ground enemy with no special features.

This Enemy Icon indicates a ground enemy that will launch projectiles.

This Enemy Icon indicates a ground enemy that is reinforced with armor.

This Enemy Icon indicates a ground enemy that moves very fast.

This Enemy Icon indicates a flying enemy with no special features.

This Enemy Icon indicates a flying enemy that will launch projectiles.

This Enemy Icon indicates a boss enemy. These will show up on the final wave of certain sectors.

WAVE TIMER:

The Wave Timer starts moving and counting down before a wave begins. This timer takes 1 minute to reach 0 then a wave of enemies will appear. At this point the timer starts a new countdown for the next wave. You can advance the wave timer to begin the next wave faster only when all enmies of the previous wave have been killed and a new wave hasn't already begun.

NUKE METER:

The Nuke Meter shown at the bottom of the HUD will display the progress of the preparation of a nuke when a Devastator Tower is constructed. The bars will turn white which takes 4 minutes. Once a nuke is constructed, you can launch it by clicking the red button on the Selection Menu.

SELECTION MENU:

The Selection Menu is where you make your selections of what tower to build, upgrade, repair, sell, advancing waves and launching a nuke.

Some arrows are displayed pointing from one button to another. This indicates that the tower must be created first before the tower the arrow points to can be created.

Each button also displays the amount of resources required in order to build, upgrade, sell or repair a tower.

NOTE: The small buttons inbetween the tower selections buttons if pressed will cause a marine to yell out a taunt just for fun.

Tower Upgrade	Tower Devastator	Pulse Cannon	S.T.A. Launcher	X88 Bomber	Magnetic Field	Advance Wave
	-1000	-100	-200	-300	-500	
Tower Repair	Resource Miner	T.S.U. Laser	Tower Booster	Armor Buster	Barrier	Tower Sell
-50	-800	-400	-800	-300	-50	

300

500 / 500

24 / 24

0 / 15

TOWER PLACEMENT: - (Selection Mode)

There are tower placement structures of different shapes and sizes scattered throughout the sectors.

These are stable structures to construct towers on.

Hovering over these structures will display a red reticle which means you're in Selection Mode so nothing can be built but shows where you can build.

TOWER PLACEMENT: - (Build Mode)

Once you choose a tower to build from the Selection Menu, you will be in Build Mode which will now display a green reticle on the surfaces where you can build towers. If it is a tower that uses any kind of radius for attacking or support, a radius icon will also be displayed when placing the tower.

Towers can also be built on certain areas of the terrain and you will need to display the grid which will reveal those surfaces. Note that if you do build a tower on those areas of the terrain, they will not have support and will suffer damage from being unstable.

The grid to display all locations a tower can be built on can be toggled on or off.

TOWER SELECTION:

After a tower is placed, if selecting any tower, a white reticle will be displayed on the surface of the base of the tower. Towers are selected by pointing at their base.

This will also display the attack or support radius of the selected tower.

When a tower is selected and the Selection Menu is opened, depending on the type of tower, you will be able to upgrade, repair or sell the tower.

When selling a tower, half of the original construction cost will be displayed and added back to your resources after selling the tower. (Minus Resource Miner Tower)

TOWER TYPES:

There are various types of towers you can construct. Towers that damage enemies, destroy armor, barriers to block paths, magnetic fields to slow enemy movement, resource miners to build up resources, tower boosters, etc.

Some towers are not upgradable. All enemy damaging towers have 3 levels of upgrades.

Level 1 towers are blue.

Level 2 towers are green.

Level 3 towers are red.

Non-upgradable towers are yellow.

When attack or support towers with a radius are selected, their radius icon is displayed according to the towers level.

When an attack tower is upgraded, the attack radius becomes larger and the tower fires faster and does more damage.

TOWER DETAILS:

There are various types of towers each with a different purpose and statistics. The type of tower, if the tower is upgradable, what the attack radius is, how fast it fires, what damage it deals or what function it provides is listed below for each tower.

Pulse Cannon:

Rapid fire tower that attacks both ground and air enemies.

Upgrade levels: 1,2,3

Attack radius: 10,12.5,15

Damage: 10,15,20

Fire rate: 6,7,8

Health: 100,150,200

S.T.A. Launcher:

Surface to air rocket launcher that can fire 1,2 or 3 rockets depending on the upgrade level. The rockets will home in on their target. Attacks air enemies only.

Upgrade levels: 1,2,3

Attack radius: 10,12.5,15

Damage: 40,50,60

Fire rate: 0.5

Health: 100,150,200

X88 Bomber:

Launches a bomb in an arch doing area damage on impact.

Upgrade levels: 1,2,3

Attack radius: 10,12.5,15

Damage: 30,40,50

Fire rate: 0.1,0.2,0.3

Health: 100,150,200

T.S.U. Laser:

Fires a laser that focuses on and follows an enemy doing constant damage for a short duration.

Upgrade levels: 1,2,3

Attack radius: 10,12.5,15

Damage: 20,30,40

Duration: 3 seconds

Health: 100,150,200

Armor Buster:

Does not do damage to enemies. Only does damage to enemy armor.

Upgrade levels: None

Attack radius: 10

Damage: 50

Fire rate: 1.0

Health: 100

Booster:

Creates a blue sphere radius that heals damaged towers continuously and cuts any enemy projectile damage in half. Only one can be generated at a time.

Upgrade levels: None

Support radius: 10

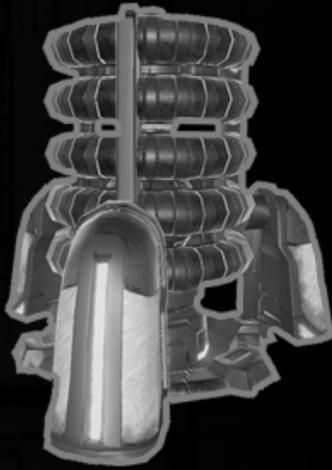Repair rate: 10 every 1.5 seconds.

Health: 100

Barrier:

A barrier used to block and reroute enemy paths. All towers can be used to do this but this is least expensive.

Upgrade levels: None

Health: 100

Devastator:

Generates a nuke that can be launched to do massive damage in a large radius. One time use per sector.

Upgrade levels: None

Damage radius: 14

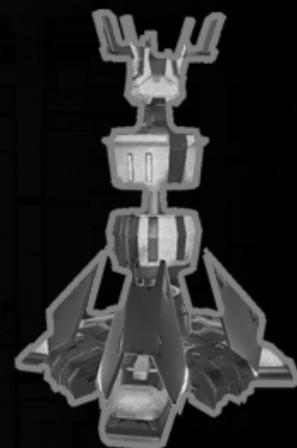Damage: 300 which also destroys the tower.

Health: 100

Resource Miner:

Mines for resources adding to and increasing the resource pool. One time use per sector.

Upgrade levels: None

Resource mining rate: 150 every 30 seconds which lasts for 4 minutes then the tower self destructs.

Health: 100

Magnetic Field:

Creates a yellow sphere radius that cuts enemy movement speed in half for all enemies that enter it. Only one can be generated at a time.

Upgrade levels: None

Support radius: 10

Health: 100

ENEMY FLIGHT PATHS:

Some enemies in the game can fly. You can toggle their flight paths on and off. They are indicated by curved lines which show their origin and destination.

A basic flying enemy has a flight path that is turqoise.

Flying enemies that attack, their path is red.

A boss may have a flight path as well and that path is purple.

BASE BEACON:

The Base Beacon is the object that will attract all enemies. When enemies spawn, they will move along the paths to reach that location.

All enmies when reaching the beacon will cause damage to it. See Enemy Types for each damage amount.

Max health for the beacon in each sector is 500. When health reaches half, you can see visual damage.

When the base beacon reaches 0 health, a Level Failure sequence will start and the mission is failed which you will be taken to the Sector Selection screen.

ENEMY TYPES:

There are various types of enemies in the game. Ground enemies, ground enemies that attack, flying enemies, flying enemies that attack, armored enemies and bosses.

Each wave will spawn different groups of enemies in different amounts per wave. They will follow the path to the base beacon and some enemies will damage and destroy towers along the way.

Crawler:

There are 3 variations of this enemy. Red, Blue and Green.

Type: Ground

Tower Damage: None

Beacon Damage: 20

Speed: 1

Health: R-500, B-600, G-700

Resource Reward: 10

Kolorak:

These enemies have armor. It must be destroyed with an Armor Buster tower before they can be damaged.

Type: Ground / Armored

Tower Damage: None

Beacon Damage: 40

Speed: 1

Health: 400 - Armor: 200

Resource Reward: 20

Mutagore:

This enemy will throw bombs to damage and destroy towers.

Type: Ground

Tower Damage: 20

Beacon Damage: 50

Speed: 1

Health: 800

Resource Reward: 25

Bloataga:

When this enemy is killed, it releases a gas that causes area of effect (AOE) damage.

Type: Ground

Tower Damage: 20

Beacon Damage: 30

Speed: 1

Health: 800

Resource Reward: 20

Zektid:

A fast moving creature that rushes to the beacon.

Type: Ground Fast

Tower Damage: None

Beacon Damage: 10

Speed: 2.5

Health: 200

Resource Reward: 5

Insecta:

The fastest moving creature that rushes to the beacon.

Type: Ground Fast

Tower Damage: None

Beacon Damage: 10

Speed: 3.5

Health: 300

Resource Reward: 5

Sectoworm:

A fast moving creature that rushes to the beacon.

Type: Ground Fast

Tower Damage: None

Beacon Damage: 10

Speed: 2.5

Health: 250

Resource Reward: 5

Ovelus:

A flying enemy that follows a flight path to the beacon.

Type: Flying

Tower Damage: None

Beacon Damage: 25

Speed: 1.8

Health: 400

Resource Reward: 15

Genalvus:

A flying enemy that follows a flight path to the beason but also shoots projectiles to damage and destroy towers.

Type: Flying

Tower Damage: 20

Beacon Damage: 40

Speed: 1.8

Health: 800

Resource Reward: 20

ENEMY BOSSES:

There are 4 enemy bosses in total. Every 3 sectors you will encounter a unique final boss.

They are not listed in the manual to keep the bosses in game a surprise.