

Zac Millman - Rank: Warmaster Bunker Buster Tutorial Sample

CONTEXT: This is the main gameplay tutorial, focusing on the RTS mechanics.

ARES

Welcome to Mars Warmaster, enemies are on the horizon. Would you like to get reacquainted with your combat operating systems?

TUTORIAL

Would you like to play through the tutorial?

Player Options

- 1: Sure, always good to keep my skills sharp.
- 2: Nah, I remember it all, let's get moving.

RTS Tutorial

ARES

The combat operating systems afford you a great deal of control on the battlefield. To start we should calibrate the camera.

TUTORIAL

Use WASD to move the camera around the battlefield

PLAYER DOES ACTION

ARES

Great, now we should check that the camera can turn, giving us a full view of the battlefield.

TUTORIAL

Hold down the right mouse button and move your mouse to rotate the camera.

PLAYER DOES ACTION

ARES

Final step of the calibration, we should be able to move our camera up and down. The martian landscape can have some strange variations in elevation.

TUTORIAL

Use Q and E to move the camera up and down.

PLAYER DOES ACTION

ARES

Cameras all calibrated Warmaster, time to get into the fun stuff. Your operating center provides a range of defense constructions accessible by the panel on your right.

PLAYER LOOKS TO PANEL

ARES

In the future you will be able to develop your own defensive machines, but for now select that first turret.

Player does it

ARES

Now place it anywhere along the chasm, except on top of an existing machine. I'd suggest somewhere close to the incursion point, a few turrets are a great way to slow down the attackers.

TURRET PLACED, RESOURCE SUBTRACTS

ARES

Placing defenses isn't free, and the martian planet can be stingy with her resources. That number at the top of your display is how many resources you've got available. If you run out of resources, or want to head to a different part of the map, you'll need to exit placement mode.

TUTORIAL

Press ESC or click on the turret again to exit placement mode.

PLACEMENT MODE EXITED

ARES

Place a few more turrets while I prepare enemy simulations in line with what we've seen on mars.

AN ENEMY GETS DESTROYED, RESOURCE GOES UP

ARES

As you can see, destroyed enemy crafts are quickly recovered and broken down into more resources. As your resources build up you'll be able to develop stronger defenses, in turn leading to more resources.

ARES

PAUSE IN TUTORIAL AS GAME PLAYS A BIT, TUTORIAL COMES BACK AS SECOND WAVE SHOWS UP

ARES

Battlefield's looking a bit chaotic Warmaster, this seems like a great time to go over some more advanced functions of our defense.

ARES

Firstly let's take a step back and observe the whole playing field with your Tactical Pause.

TUTORIAL

Press P or THIS BUTTON to activate/deactivate Tactical Pause.

GAME PAUSES

ARES

Tactical Pause gives you a chance to make some quick decisions without worrying about the raider's movements. Take a look at some of the turrets down by the incursion site.

SELECT A DAMAGED TURRET

ARES

These things aren't invincible, so it's important to keep an eye on their remaining stability. Luckily we've got an easy way to get our defenses back up and running. Damaged buildings can be dismantled for a full resource refund. Try it out on that turret.

TUTORIAL

Clicking on a turret brings up it's context menu, providing information on stats, health, and parts. To sell a machine, click on the sell button on the right of the menu.

PLAYER SELLS DAMAGED TURRET

TUTORIAL

You can also sell multiple defenses with batch mode by double clicking the sell button. In batch sell mode you can simply click on a machine to sell it, until you exit sell mode.

ARES

Now we can build a fresh turret in its place. This is probably also a good time to place some defenses a bit further down the canyon to watch for any stragglers.

NEW TURRETS, SOME FARTHER AWAY

ARES

With our defenses across more of the field it may be wise to designate some control groups. Select the turrets near the entrance to start.

TUTORIAL

Drag with Left Mouse across the turrets to select them all.

ARES

Now we can set these to one of your control groups. The first group is always going to link to your bunker, so assign these turrets to the third group.

TUTORIAL

Press CTRL+3 to assign these turrets to group 3.

GROUP 2 ASSIGNED

ARES

Then do the same with that new group of turrets, but assign them to group four.

TUTORIAL

Select the turrets, then press CTRL+4 to assign them to group 4.

GROUP 3 ASSIGNED

ARES

Perfect, we can monitor different areas of the battle much easier with these groups. Our visual drones keep their coordinates stored and can get an immediate visual with the push of a button. Try getting a look at the bunker now.

TUTORIAL

Double tap 1 to jump to the bunker.

PLAYER DOES IT

ARES

Alright, exit tactical pause and we can check the last piece of system functionality.

GAME RESUMES

ARES

Occasionally the flow of battle may slow, or you'll be waiting for a few more resources to fortify defense. In that case you can make use of the fast-forward function to keep things moving.

TUTORIAL

Press F to enter/exit fast-forward.

PLAYER TRIES FAST FORWARD

ARES

Combat operating systems are all functional Warmaster, you can take it from here. If you're looking for a refresher, the database has a full list of controls and abilities.

END RTS TUTORIAL