

Game Manual

Hive Mind

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Part I

Hive Mind

Forsaken by science, fighting for survival...

Scientists have build a test laboratory deep below the surface of the earth to try out their newest invention: living elements. They made living creatures of wood, rock and metal so that the creatures could be used as robots but the creatures took over control and are destroying everything they have build up!

But it's not the equipment that matters to the scientists: it's the dangers that these creatures represent if they should escape the lab! To prevent this they release some robots that will fight off these creatures and save humanity. And your job is to control these robots!

Objective

Your goal in controlling the squad is to hold off the attacking robots long enough to escape and to destroy as much of their entry points as you can! Each time you manage to destroy the creatures and the holes that they climb out off you will reach a new stage and new holes will appear with more enemies.

Environment

The environment where you are fighting for your survival will be a warm, damp place where lots of algae and mushrooms grow. The place looks like it's has got a life of its own. The squad can move about the smooth paths quickly and they are smart enough not to fall off edges.

Dangers

The creatures come in four types: Bee, Bug, Ray and Boomer. They all have a certain range from which they can attack and a certain damage that they deliver. They will crawl out of their holes and immediately try to find you and destroy you. They are social creatures and advance on you in groups.

Weapons

The squad will have four types to match the four types of enemies. That is because each type will have an enemy that is extra sensitive to that type. The four types are: Shotgunner, Machinegunner, Grenadier and Rocketlauncher.

The Shotgunner is extra effective against Bees, the Machinegunner has no problems with Bugs, the Grenadier takes care of Rays easily and the Rocketlauncher has a liking to destroying Boomers.

Scoring

For every creature and hole that you destroy you will get points and the more living squad members you have, the more points you'll get. So try to keep as much squad members alive to be effective in extinguishing the enemy and to get as much points for it as possible.

Part II

Controls

Controller

If you play with a controller (recommended!) you'll need the following instructions.

Table 1: Controls for Xbox 360 controller

Input	Result
Left analog stick up & down	Walk to front or back
Left analog stick left & right	Strafe left or right
Right analog stick up & down	Move Cursor up and down
Right analog stick left & right	Move Cursor left and right
Left Trigger	Attack with Machinegunner
Right Trigger	Attack with Shotgunner
Left Bumper	Attack with Grenadier
Right Bumper	Attack with Rocketlauncher
Start	Pause menu

Menu navigation

With the left poke of the controller you can move up and down. A selects and B goes back. Options can be modified by moving the left poke to the right and left.

Keyboard

If you play with a keyboard (not recommended!) you'll need the following instructions.

Table 2: Controls for keyboard

Input	Result
W & S	Walk to front or back
A & D	Strafe left or right
Mouse	Move Cursor over screen
3	Attack with Machinegunner
4	Attack with Shotgunner
1	Attack with Grenadier
2	Attack with Rocketlauncher
P	Pause menu

Menu navigation

With the arrow keys you can move through the menu's and adjust values. The Enter key is accept. Alt-F4 is a quick stop.