



Euforia

Created by

Rudolf Kremers & Alex May

Music & Audio by

Brian Grainger



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Introduction

Welcome to Eufhoria! We are delighted that you have chosen to play our game, and hope you will find it a pleasing experience. Eufhoria is a bit different from most games, so we have created this little introduction to introduce some background and some of the game's concepts to you.

Background

Eufhoria is an independently created game that came out of an earlier gameplay concept created for the TIGSource procedural game competition. This earlier instalment was called "Dyson" after theoretical physicist Freeman Dyson. The game combined procedural graphics and gameplay with some of his conceptual output. Key influences were his "Dyson Trees" (asteroid based terraforming trees) and "Astro Chicken" (an interstellar self-replicating robot). Almost all the content in the game was procedurally generated, in other words; generated by algorithms rather than predetermined art and content, and the single asteroid belt level it contained was different each time it was loaded and therefore endlessly replayable.

The Dyson game was eventually expanded and submitted to the Independent Games Festival, where it received a nomination for the festival's grand prize as well as the Direct2Drive vision award, and built up a steady following of fans. When it became clear how much the game would progress beyond its roots and when the project developed a commercial dimension it was decided to rename it. A competition was launched and eventually the name "Eufhoria" was chosen, which brings us to the present.

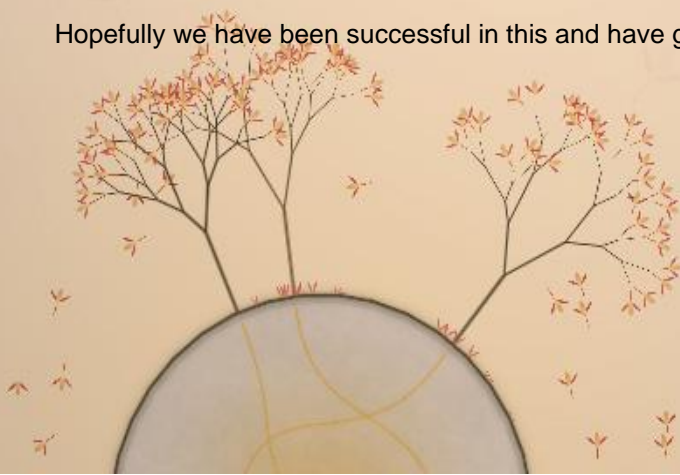
Replay Value

Eufhoria still features mostly procedural levels which made it possible for us to make most levels different each time they get played. As a result the game offers a lot of replay value, and many of the levels don't lose their charm once they have been played. Try it out: if you think a particular level may be enjoyable again if its content is mixed up a bit, chances are it will offer a fresh experience if played again.

Ambient Gaming

Although the game has plenty of challenge and game-oriented goals we are of the opinion that the gaming *environment* and atmosphere also contribute a lot to the experience. The ambient soundtrack, the calm pace of the game, the visual aesthetics and the levels all work together to create an experience that we call "ambient gaming". We have tried to create a game that you can engage with at your own pace and doesn't cause needless frustration.

Hopefully we have been successful in this and have given you a worthwhile gaming experience.



Game Options & Settings

There are a number of things you should know about the game's options and settings. Although most options have sensible defaults, some choices are more a matter of personal preference. Here is a list of changeable settings and an explanation of the game's various options and menus:

Main Menu

The main menu features a lot of options, summarised below. Some of these, like the play modes, are further explained later in this manual.

Play the Main Game

Select the game's story driven single player campaign. This is the recommended starting point for new players, as this is the best way to learn how to play and enjoy the game.

Skirmish Arenas

Play the game's skirmish levels. These are the levels with replayable scenarios that remain fresh and original even after many replays. You'll unlock these as you play the main game.

Dark Matter Mode

If you have unlocked this mode you are now allowed to choose any of the single player levels in a different and more challenging setting, dark atmospheric visuals, and different gameplay.

Custom Levels

Load custom made levels created by other users or perhaps from expansion packs.

Unlock Features

If you decide you want to access unlockable content without playing through the single player campaign please feel free to do so. It is your game, after all.

Options Menu

Gives access to options regarding tooltips, audio preferences, graphics and accessibility options for the visually impaired. You can also disable update checking from here, to stop Eufhoria attempting to connect to the internet to check for new versions.

Set Language

Choose your preferred language.

Quit

Quit the game completely.

Update Check

If there is a new version of Eufhoria available, and you have the option enabled, you will notice an alert at the bottom of the page reflecting this. You will be able to receive the update from wherever you purchased the game.

In-Game menu

While playing the game an additional menu can be accessed either from the display bar at the bottom of the screen, or by pressing the “Esc” key. This menu shows the following items:

Resume

Unpause the game and go back to the level you were playing.

Options

Just like the main options menu.

Quit

Save your progress in the story mode and quit. Next time you continue the story mode you will start at the beginning of the last level you played. Or just quit any of the other play modes. (This applies to Arena Mode, Dark Matter Mode and Custom Levels).



Playing the Game

Eufhoria is perfectly playable without reading this manual, but it may be helpful to have things written out for reference and some of the advanced features are not explicitly mentioned in the game. Here follows an overview of things you should know.

The Eufhoria Universe

Eufhoria takes place at an unspecified time and in an unknown universe. You are given control over creatures that live in an interstellar ecosystem and whose purpose seems to consist of maintaining or growing their living space through the exploitation of asteroid resources. Mining these asteroids makes them habitable to the mythical and long lost “Growers”. Seedlings live a peaceful and productive life serving the Mother Tree and The Growers, but will this last forever?

Game Concepts

Eufhoria is based on a number of simple but interesting game concepts that when taken together form an engrossing experience. Here are some of the principle ones:

Expansion & Conquest

Players can grow their empire by conquering or colonising asteroids. Since this is done in competition with other Euflorians who have similar goals, much strategy and thought comes into play. The larger an empire is, the further its inhabitants can be sent.

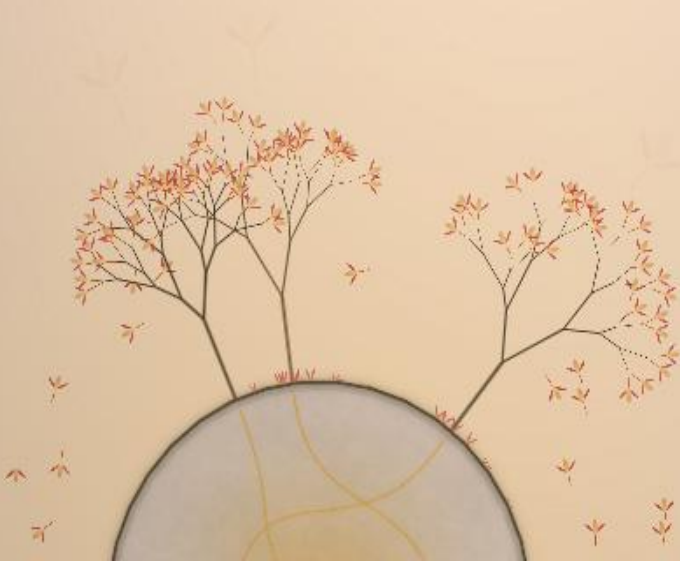
Asteroids

Asteroids contain helpful resources that provide Euflorians with: **ENERGY**, **STRENGTH** and **SPEED**. Every asteroid is unique and will therefore have a different amount of these resources. Most asteroids have to be discovered first before the player can see what mix of resources are present. This is done by sending a seedling to scout out the asteroid in question.

Additionally, each asteroid has a **sphere of influence**, which determines the sending range it offers its inhabitants. Small asteroids generally only allow small journeys, while large asteroids let you send your Euflorians much further. If you own several asteroids, all their sending ranges are combined so you can send anywhere within your empire.

Level Goals

Level progress is based on achieving, or failing to achieve, certain goals. These win or lose conditions are varied throughout the game, and can range from victory requirements like defeating a specific enemy, growing enough seedlings, or conquering certain asteroids, to avoiding defeat by maintaining control of an asteroid or preventing an enemy becoming too numerous. **Level goals** are indicated at the start of each level.



Basic Controls & User Interface

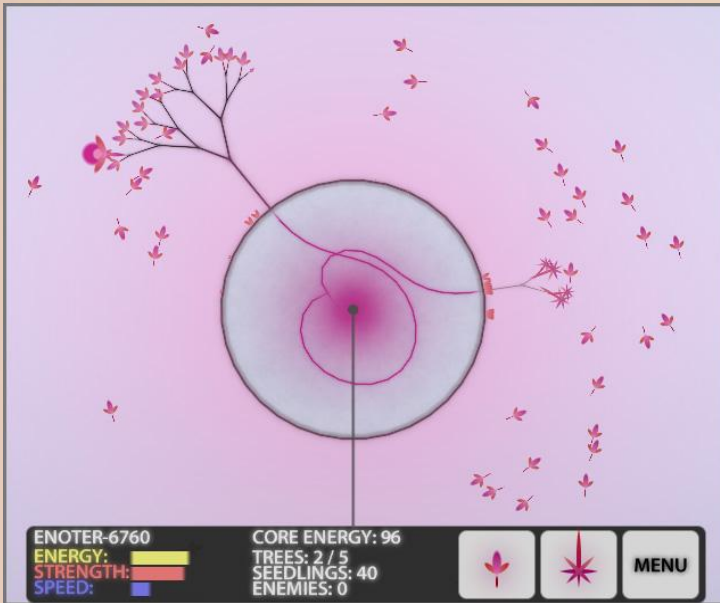
The game uses a simple and intuitive control scheme. Most actions are performed by mouse, with a few extra options accessible via keyboard.

Camera Controls

You can control the **in-game camera** easily by pressing the **middle mouse button** and dragging the camera view around the accessible play area. You can also use the **right mouse button** to do this, as long as you click on empty space and not an asteroid. Use the **mouse-wheel** to zoom in and out; zoom in all the way to individual seedlings, or out all the way to see an entire level. Please note that you can only zoom out to the current size of your empire, so the more asteroids you own, the more of the play area you can view!

These commands are also available on the keyboard: **WASD** or the **arrow keys** for directing the camera while you can use **R/F** or **Page Up/Down** for zooming in and out.

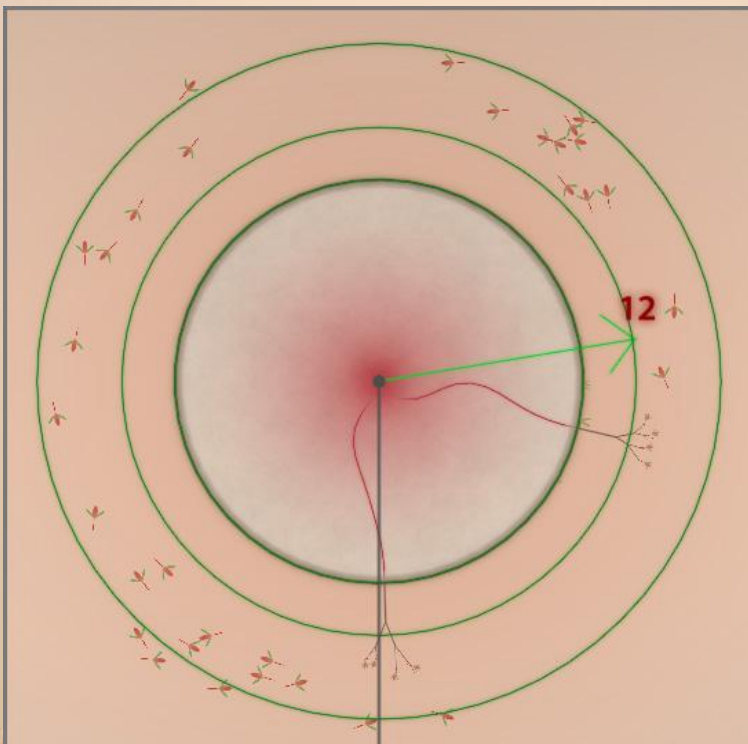
Menu Bar



Selecting an asteroid updates the menu bar at the bottom of the screen with all kinds of useful data and options. You get to see the name of the selected asteroid, and its **energy**, **strength** and **speed** resources (more on those later). You also find information on its inhabitants: seedling and tree numbers, and its current **core energy value**.

Additionally, the menu bar also provides you with easy to understand **action buttons** that let you perform actions like planting Dyson Trees. The **menu button** gives you access to the in-game menu, which allows you to change certain settings or quit to the **main menu**.

Seedling Selection Circle

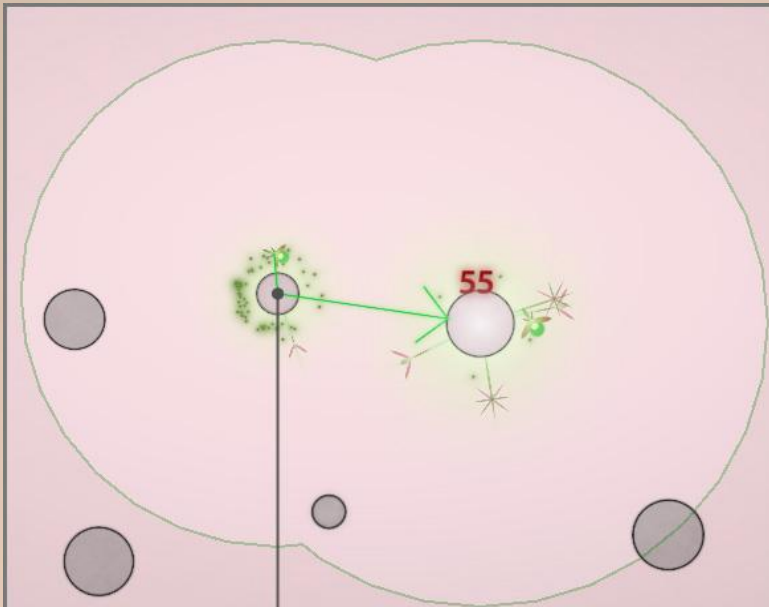


Clicking on an asteroid and dragging the mouse pointer away from it gives access to the **seedling selection circle**.

The circle allows you to select a portion of the total amounts of seedlings present on the asteroid. You can drag the **sending arrow** all the way to the edge of the selection circle to select all seedlings at once, or just drag straight to a destination. Alternatively, you can select a specific amount by dragging the arrow towards the edge until it has counted the seedling amount that you want to separate from the main group, and releasing the mouse button.

Right click once to select a single seedling, an ideal method for quickly picking a seedling for scout duties. Drag using the right mouse button to automatically select one seedling.

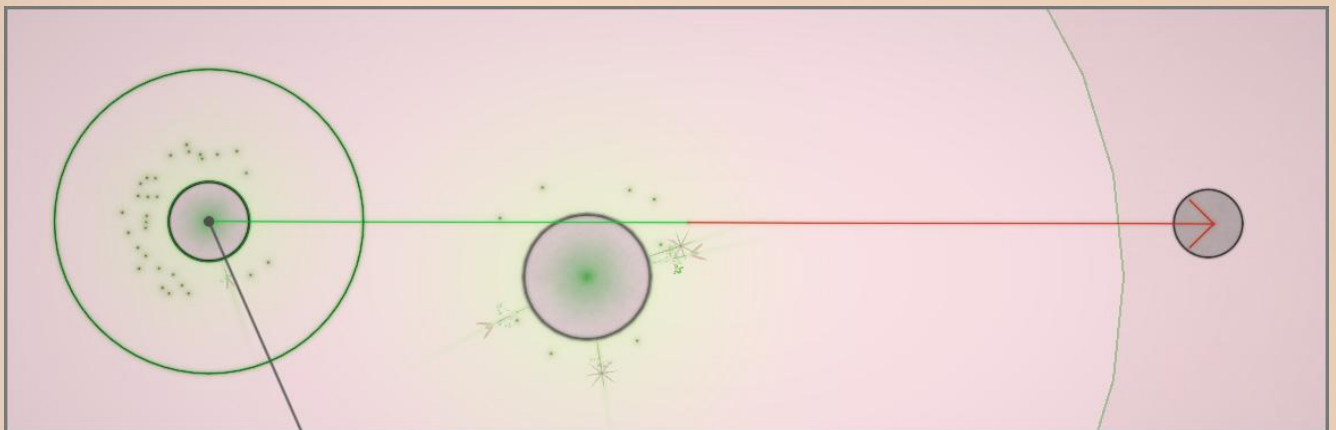
Directing Your Life Forms



Once you have selected the amount of seedlings, (or other life forms), you would like to send elsewhere you can keep dragging the sending arrow to the target you have in mind.

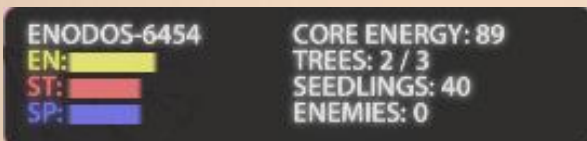
You can send to all asteroids that fall within your empire's **sphere of influence**. This sphere of influence is made up of all individual asteroid sending ranges combined.

Releasing the arrow while it has snapped to a target asteroid will confirm the sending command.



There are several indicators to make it clear to you when an action is not allowed or when it has certain consequences. A **red arrow** shows when you can't reach a specific asteroid, while a red **backwards arrow** (attached to a green one) shows up if a journey is one way.

Tooltips



Hold your mouse over an asteroid or perhaps over a specific button and a handy **tooltip** will appear. Make sure you try this in several places!

Advanced Controls & User Interface

In addition to the regular control options we have added a few special options that allow for even more control and information display.

The Seedling Ability Filter



When you double click on an asteroid a handy **Ability Filter** appears. It gives you the option to filter only those seedlings with high values for **ENERGY**, **STRENGTH** or **HEALTH**. After you have done so you can select the exact number of these filtered seedlings through the normal **circle select** method.

Tactical Display



Press TAB and you will see a handy overview of all important data on all the discovered asteroids in a level. This **Tactical Display** gives you a quick insight in the location of strategically important asteroids. Try it out!

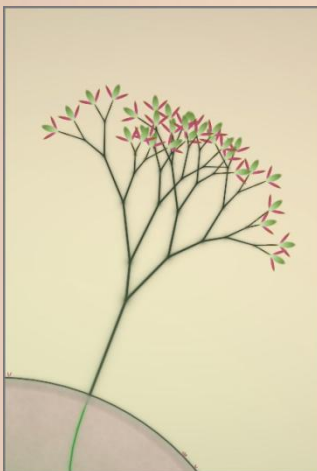
Euflorian Life Forms

Seedlings



Seedlings are your most numerous life forms. They literally grow on the **Dyson Trees**, and they have various uses. Ten seedlings can be sacrificed to grow a Dyson Tree, which in turn will grow new seedlings. Ten seedlings will also grow a **Defensive Tree**. Send a single seedling to an undiscovered asteroid, and it will yield its secrets to you. Seedlings will automatically attack enemies, and are therefore useful as an offensive or a defensive force. Finally: seedlings can claim an unclaimed asteroid by planting one of your trees on it, or they can conquer an occupied one by destroying an enemy tree, travelling through its root system to the **asteroid core**, and sapping its energy until it reaches zero, at which point ownership shifts to you.

Dyson Trees & Defensive Trees



These are the trees that grow new seedlings. The older a **Dyson tree** is, the stronger it gets, and the more seedlings it produces. It is very important to nurture your trees to a mature state in order to get the most out of them.



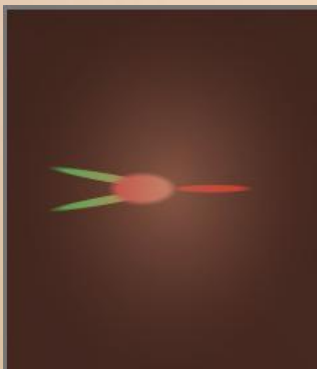
Defensive trees produce explosive pods that will home in on enemies and explode when they get near. They perform important defensive duties, and an asteroid with several mature defensive trees can be very tough to conquer.

Flowers



These are different from other Euflorians insofar as they have no offensive capabilities. They are used to create specialised or enhanced trees. **Flowers** grow on mature Dyson Trees and can be plucked and planted on asteroids in your empire. **Enhanced Dyson Trees** grow extra powerful seedlings, while enhanced defensive trees grow **Laser Mines**.

Enhanced Seedlings & Laser Mines



Enhanced Seedlings are the product of Dyson trees that have been enhanced by flowers. They are much more capable than regular seedlings as they have superior firepower and attack range.



Laser Mines are extremely powerful weapons that can be plucked off defensive trees and sent to other asteroids. They are equipped with vicious lasers and when they are finally defeated they explode with such power that they can take many of their enemies with them in the process.

Play Modes

To make sure you are happy with the scope and depth of the game we have made sure there is a lot of content for you to enjoy. We have done this by providing several game modes, most of them with a large amount of unique levels.

Main Game (Story Mode)

The game's story mode is the ideal way to learn the ins and outs of the Eufhoria universe. You will be gently introduced to the control scheme and general game concepts and new gameplay mechanics arrive with helpful descriptions so you will be able to learn the game as you progress.

Eufhoria's story unfolds over a number of chapters each consisting of 5 individual levels. Start as a small seedling in a safe corner of the universe and venture out to solve the mystery of the... well, you should really just play it to find out.

There is no need to *actively* **save progress**. The game keeps track of your progress by remembering the current chapter and level you are playing. This is clearly indicated on the **"Play the main game" level select** screen.

Skirmish Arena Mode

These are the so called "Skirmish" levels; specific game scenarios that can be played as many times as you like. We have made sure these levels are different each time you play them for optimal replay value, and the individual level scenarios offer further diversity.

Dark Matter Mode

As a special bonus to dedicated players we have included a great way to keep enjoying the game after having played through the story mode. Dark Matter levels are literally very dark versions of the story mode levels, but with harder opponents and with one simple goal for every level: Conquer all asteroids. Pick your favourite levels and play them in this enjoyable and atmospheric setting to make them feel fresh and new.



Tips and Tactics

Sometimes even the best players can get stumped by a particular challenge. Here are some tips and tactical advice that may prove handy if you are stuck or in a jam.

Nurture your trees to old age. Old trees are much more productive and much harder to destroy. It pays off to make sure you have enough elder trees around.

Use seedlings based on their abilities. Fast seedlings can race past heavy defences and make good scouts. Strong seedlings take down enemy trees much faster than weak seedlings. Seedlings with a high energy value are very good at sapping an asteroid core

Upgrade wisely. A decent sized group of enhanced seedlings are a force to be reckoned with and a well aimed small seedling force assisted by a laser pod or two can obliterate whole swarms of unsuspecting enemies. The laser mines pack quite punch on their own as well as long as the enemy numbers don't become overwhelming.

Scout a lot! The more you know about your enemy the better.

Let others do the hard work. Be opportunistic; two enemies in conflict can punch themselves out and leave their asteroids vulnerable to your forces. Swoop in and take the spoils.

Defend well. Captured an asteroid that is in a strategic position or has an amazing combination of resources? Make sure you keep it as others will be interested in it as well. Three old defensive trees and a group of seedlings are a tough barrier even to large enemy swarms.



Modding

Eufhoria supports loading in user-made levels. We have supplied the level data that is used in the main game in the Maps folder. Please feel free to have a play with these – they won't affect the main campaign when you play it, and they will give you a good idea of how the scripting in Dyson works.

Currently the mod forum is located here: <http://www.dyson-game.com/smf/index.php?board=3.0>

History

When the game was still called Dyson, the levels were written in XML. This is still possible, but the functionality was not enough for what we wanted to do, so we added Lua as a scripting language, and now most of the game is scripted in this powerful language.

XML Levels

Levels written in XML take the standard form of a ring of asteroids. Individual asteroids can be repositioned manually in the XML data, which allows for completely customised levels, with optional randomness. There is a guide on the available XML tags read by the game in the modding forum on the official web site.

Lua Levels

Levels in Lua are fairly flexible. We have provided access to a number of parts of the game, including the global variable database, where many aspects of a level can be set up. You can set up several asteroid rings or define individual asteroids, giving you much more power to define a level layout than in XML. The main reason to use Lua however is the flexibility it gives you for the actual level flow. While the game is running you can check for certain events and change things about the level or trigger message boxes or other events. Again, there are examples of this in the levels we've provided. Much more is possible than we have made use of, so let your imagination run wild!

We've documented the Lua scripting quite thoroughly on the modding forum – pretty much everything you can do relating to the game is on there, and Lua itself is a flexible and interesting language to work with so much should be possible.

Installing and Playing Custom Levels

Place any levels you have in the Maps directory inside the Resources directory in the game's installation location. They should appear in the list next time you open the “**Custom Levels**” menu from the main menu. Just click on the level you want to play.



Credits & Acknowledgements

Videogames like Eufhoria aren't made by the developers in isolation of the rest of the world. In fact a large group of people have contributed to the final game in one form or another. Here follow a number of them.

Beta Testers

Eufhoria's final quality has been greatly aided by the work of a lovely group of dedicated beta testers who played through countless iterations of often less than fun or buggy content. They have caught many gameplay colds so that you the player doesn't have to get ill. ☺ Here are their names in alphabetical order:

Aaron Carr; Adam Whitely; Anthony Pryor; AURELIUS; Basilio Noris; Byron Atkinson-Jones; Douglas Arnold; Douglas Thom; Elijah Pemberton; Eric Baker; Gabe Myers; Hugo Lee; Jay Ellsworth; John O'Kane; Jonas S; Jose Kremers; José Pedro Quintanilha; Joshua Simmons; Joshua Teale; Mark McDowell; Mathieu Martin; Mitch Roth; Nicholas Kinsman; Nicholas Kinsman; Pete Mackay; Peter Kubiak; Peter Kubiak; pirx danford; Sam "Makalaster"; Samantha Geurts; Sergey Popov; Sofiane Mis; Sven-Hendrik Haase; Thom Curl; Timo Hellmund; Tony Cervi; Yacine Salmi

Translators

We are extremely grateful to the volunteer translators who helped localise Eufhoria. The least we can do for these magical people is immortalise them here. Please contact us if you would like to get in touch with our Italian or Spanish translators, who have expressed an interest in further work.

Cyril Borand; Francisco "jack_wade" Galdo; Jose Kremers; Martin Theriault; Paolo Rostagno Giaiero; Robert Zetzsche; Sergey Popov; Tim Čas; Timo Hellmund

Thank You

Alex would like to thank: I want to thank Eve for supporting me throughout the project. Big shout to #TIGIRC and the TIGSource community. Thanks to Curve for giving me all that time off and for being cool about the game. Thanks to anyone who sent us a nice email. Thanks to everyone who ran a story on Dyson and Eufhoria. It's been completely mad. Thanks to Emma for being so supportive and for proof-reading! Thanks to Brian for being so great. And thanks to Rudolf for being a great friend and colleague ☺

Rudolf would like to thank: A project like this only completes with the support and patience of many people; family and friends and all the other people who have helped in one way or another. Thanks so much, all of you. Thanks Colin and Diana, it is humbling to receive such support and goodwill. Thanks Alex... wow, we made something here!! Thanks Brian, I am still enjoying all the music in the game! Mega thanks to TIGSource, and all people in the indiegames scene who have been so kind to us. Thanks to all our fans, you all have been great!

Extra Special thanks to Kate, whose support was stronger than anybody knows.

Contact us

Please feel free to send us any words you have to say. You can contact us at contact@dyson-game.com, or individually at alex@dyson-game.com and rudolf@dyson-game.com. Alternatively please feel free to drop by the official forums at the web site www.dyson-game.com.

