

DREAM DUEL AT TYR README

"ONE OF THE VETERANS SAID THAT THESE TWO HAD IT OUT AFTER THE BATTLE FOR TYR, TWELVE YEARS ACO, AND THAT THE WATCHER BARELY SURVIVED."

UNIT DESCRIPTIONS:

DECEIVER



INVENTORY:

- 0: ORIGINAL CLOUDKILL/INFECT - INFECT SLOWLY DISEASES THE ENEMY. USE AWAY FROM YOUR TROOPS
- 1: BLINK "HE GOES TO WARN THE EMPEROR - MOVING THROUGH ODD ANGLES; FASTER THAN ANY MAN, AND IF UNOBSERVED, MUCH FASTER THAN THAT".
- 2: GENOCIDE/ BLIND DREAM - A LESS POWERFULL CLOUDKILL BUT CAN ATTACK MANY ENEMIES AT ONCE. CONVERT THE MASSES. ALL BUT UNDEAD UNITS CAN BE CONVERTED

SHADE



INVENTORY:

- 0: SWORD ATTACK/ DISPEARAL DREAM
- 1: REANIMATE - REANIMATE YOUR UNDEAD UNITS (HEAL)

MALPHAS



PRIMARY ATTACK - LANCE: CLICK ON GROUND, THERE IS NO GUIDANCE SYSTEM. THE FARTHER AWAY YOU ARE THE MORE POWERFUL AND AREA OF AFFECT.

SPECIAL - PUS WALL

HEAL MAGE



INVENTORY:

- 0: MELEE ATTACK
- 1: WEB ATTACK/ HEAL ПОВА - HEALS EVERYONE IN A CERTAIN RANGE.(МАНА)
- 2: WEB ATTACK/ TELE HEAL ПОВА - RANGER HEAL WITH SMALLER AREA OF EFFECT (ROOTS)

ELECTRO MAGE



PRIMARY ATTACK - LIGHTNING STRIKE

SPECIAL - STATIC FIREBALL (CHAIN LIGHTNING LIKE EFFECT)

STONE MAGE



PRIMARY ATTACK - FIREBALL

SPECIAL - STONE: STONES UNITS AND GRADUALLY KILLS THEM

TROW



PRIMARY ATTACK - KICK

SPECIAL - SUPER PUNCH (BOSSSES ONLY)

POISON SOULLESS



PRIMARY ATTACK - POISON JAVELIN: SLOW KILLS THE TARGET

SPECIAL - PUS JAVELIN

POISON THRALL



PRIMARY ATTACK - POISON AXE SWING SLOWLY KILLS YOUR TARGET

VETERANCY:

ALL UNITS EXCEPT THE DECEIVER ARE ABLE TO VET TO ATTAIN FASTER ATTACK SPEEDS, LOWER МАНА COSTS, FASTER МАНА REGENERATION OR UNIT SPEED.

UNIT CONVERSION/BLINDING DREAM

ALL UNITS ARE ABLE TO BE CONVERTED EXCEPT UNDEAD UNITS. UNDEAD UNITS INCLUDE:

ARCH LICHES
GHOST UNITS
LICHES
LIHS
THRALL
STYCIAN KNIGHTS
WATCHER
WRAITHS

UNITS THAT ARE CONVERTED ARE ONLY ABLE TO HEAL TO A CERTAIN LEVEL. THE STRONGER THE UNIT THE LESS IT WILL HEAL, CHOOSE WISELY.

CREDIT TO:

CREDIT TO THE MAZZ V1 TEAM. I USED PARTS OR ALL OF THEIR MODELS, SCRIPT, TAGS, ESSENTIALLY IT IS MAZZ ON A MESH CREATED BY BUNGIE, SCRIPTED BY MYSELF. MOST OF THE SPECIALS WERE NOT ORIGINALLY BUT USED FROM MAZZ.

CREDIT TO A-RED HE CREATED THE SCRIPT FOR THE MASSIVE WAVES OF ENEMIES.

CREDIT TO POMPEY FOR WRITING THE FLAVOR.

CREDIT TO IDLES FOR MAJOR HELP WITH TWEAKING THE UNITS.

ANYONE OR ANYTHING ELSE I MAY HAVE FORGOTTEN I APOLOGIZE I HAD ALOT OF HELP WITH THIS PLUG AND I CAN'T THANK YOU FOLKS ENOUGH.

SPECIAL THANKS:

SPECIAL THANKS TO PYRO FOR HELPING ME DEVELOP MY FIRST PLUG EVER. I CONSIDER THIS TO BE FIFTY PERCENT HIS BECAUSE HE ANSWERED ANY QUESTION I HAD AND WAS ALWAYS THERE TO HELP OUT, NEVER COMPLAINING. YOU'VE TAUGHT ME PRETTY MUCH ALL I KNOW IN THE MAPPING ARENA. THANKS A MILLION.

SPECIAL THANKS TO ZOSO FOR PIMPING MY PLUG TWENTY-FOUR-SEVEN, WITHOUT YOU I WOULDN'T HAVE HAD THE NUMBERS TO EVEN TEST THIS BEAST. NOT TO MENTION YOUR A KC NATIVE.

SPECIAL THANKS TO MY REGULAR TESTERS. YOU GUYS DOWNLOADED NEARLY EVERY VERSION OF DDA† AND ALWAYS PLAYED IT. THANK YOU CREAMY COWBOW, FURY, IDLES, MIKE, SPA, AND ZOSO

BIG THANK YOU TO EVERYONE ELSE WHO DOWNLOADED AND PLAYED THE MAP AND TO ANYONE ELSE WHO HELPED. I DID LIST YOUR NAMES BUT THEY ARE IN GAME, SO TAKE A LOOK FOR THEM.