DREAM DUEL AT TYR README

"Oπe of the veterans said that these two had it out after the battle for Tyr. twelve years ago, and that The Watcher Barely Survived."

Uпіт Descriptions:

Deceiver



0: Original Cloubrill/Infect - Infect Slowly diseases the enemy. Use away from your troops

Înventory:

- 1: BLITK; "HE GOES TO WARD THE EMPEROR MOVING THROUGH OND ANGLES; FASTER THAN ANY MAN, AND IF UNOBSERVED, MIVCH 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



O: SWORD ATTACK DISPEARSAL DREAM 1: Reanimate - Reanimate Your undead units (Heal)

Înventory:

MALPHAS



Special - Pus wall

PRIMARY ATTACK - LANCE: CLICK ON GROUND, THERE IS NO GUIDANCE SYSTEM.

THE FARTHER AWAY YOU ARE THE MORE POWERFUL AND AREA OF AFFECT.



2: Web Attack/ Tele Heal Hova - ranger heal with smaller area of effect (roots)

Înventory:

0: MELEE ATTACK

1: Web A++ack∕ Heal ∏ova – Heals everyone in a certain range.(mana)

Primary Attack - Lightning Strike Special - Static Fireball (Chain Lightning Like Effect)



PRIMARY ATTACK - FIREBALL

Primary Attack - Kick



Special - Stone: stones units and gradually kills them

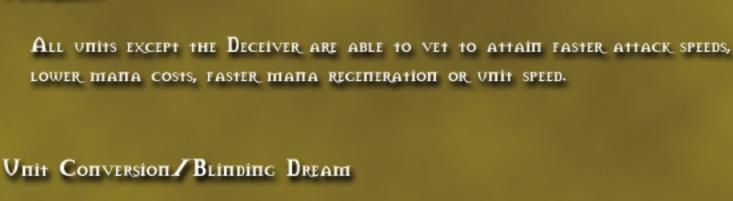


PRIMARY ATTACK - Poison Javelin: slow kills the target Special - Pus Javelin

Special - Super Punch (Bosses Only)

Primary Attack - poison are swing slowly kills your target

Poison Thrall



Veterancy:

LOWER MANA COSTS, FASTER MANA RECENERATION OR UNIT SPEED.

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

Liths THRALL

Liches

Arch Liches

GHOST Units

Stycian Knichts

Wraiths Units that are converted are only able to heal to a certain level. The

WATCHER

tags, essentially it is mazz on a mesh created by Bungie, scripted by myself.

STRONGER THE UNIT THE LESS IT WILL HEAL, CHOOSE WISELY. CREDIT TO: Credit to the \mathbf{M} azz $\mathbf{V}\hat{\mathbf{I}}$ team. $\hat{\mathbf{I}}$ used parts or all of their models, script,

 ${f M}$ ost of the specials were not originally but used from ${f M}$ azz.

Credit to A-Red he created the script for the massive waves of enemies. Credit to Pompey for writing the flavor.

Special Thanks:

Credit to Idles for major help with tweaking the units. Anyone or anything else $\hat{\mathbf{I}}$ may have forgotten $\hat{\mathbf{I}}$ apologize $\hat{\mathbf{I}}$ had alot of HELP WITH THIS PLUC AND $\hat{\mathbf{I}}$ CAN'T THANK YOU FOLKS ENOUGH.

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

IT CAME, SO TAKE A LOOK FOR THEM.

I had and was always there to help out, never complaining. You've taught me pretty much all $\dot{\mathbf{I}}$ know in the mapping arena. Thanks A Millioπ.

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Special thanks to my regular testers. You guys downloaded hearly every VERSION OF DDAT 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. $\dot{\mathbf{I}}$ DID LIST YOUR NAMES BUT THEY ARE