CONTACT

If you have questions on the game or if you would like to send in suggestions for improvement you can always reach us under: info@ai-invasion.net

START MENU

The main menu is the first thing you see in A.I. Invasion. From here you can create a *new save file* or *load an existing one* to start or continue your game.

Under the menu point "Options" you can adjust graphics and sound settings and choose a key-board and gamepad layout.

MAIN MENU

After creating a save file or loading one you get to the Main Menu. From here you get into the action-packed missions of A.I. Invasion!

Campaign Selection

Through the campaign selection you jump into the world of A.I. Invasion. Your progress in gameplay and your history in the fight against the merciless robots of the A.I. will be stored and continued here.

Mission Selection

In the mission selection you see the planet system in front of you, in which the campaign is set. On the planets shown and even on some of the smaller celestial bodies various missions take place, which you gradually unlock as you progress through the game. Each mission rewards you with new equipment that you can use in the fight.

Mission Briefing

After choosing location and mission the game takes you to the mission briefing. Here you receive all important information on the mission and you get the opportunity to equip your team.

In each mission a different number of special units will assist you. These act independently, but you can command them to execute certain orders. This allows you to act strategically against the attacking enemy units.

IN THE MISSION

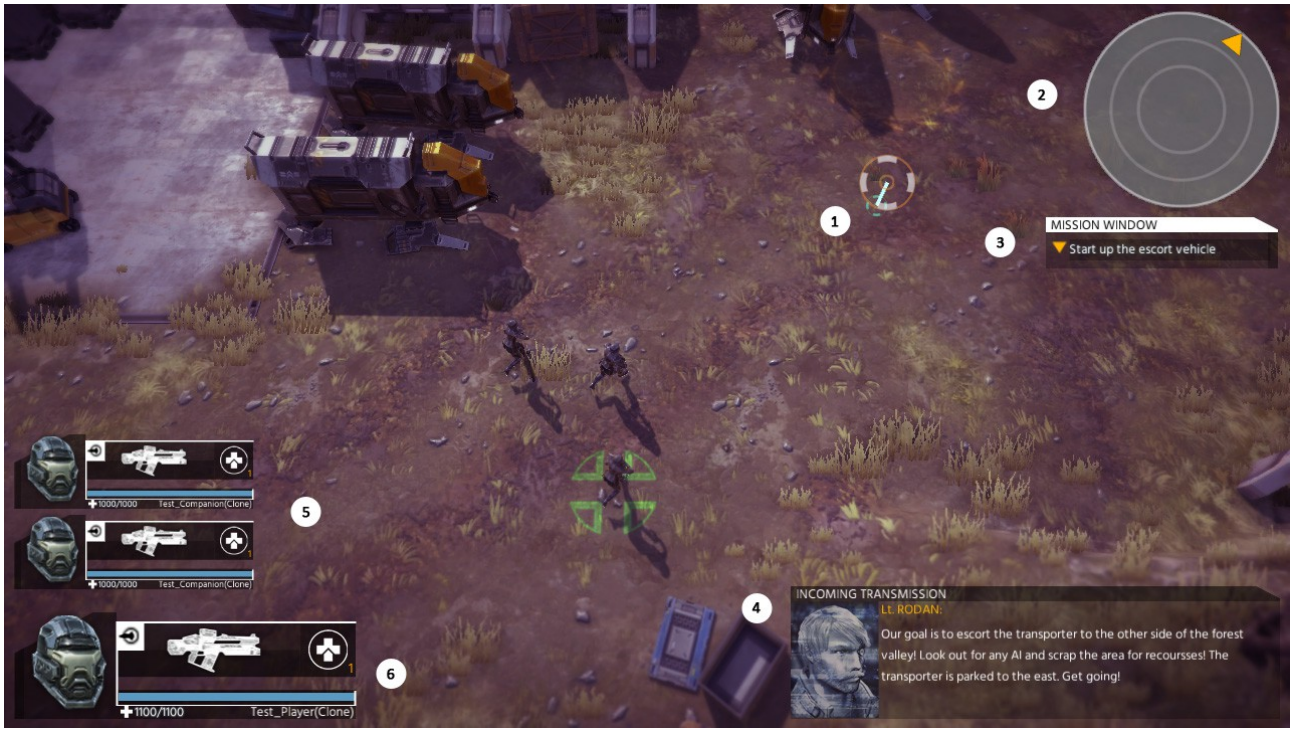
Once you arrive on the target planet your commander will contact you. He will supply you with important information on your task at begin and during the mission.

Each mission has a single main goal. A number of particular goals will take you through the mission and towards the fulfillment of your task. However, unexpected events might lead you away from your main road or redefine the goal of your mission completely.

So load your weapons, secure the protection armor and throw yourself into the battle against the invasion of A.I.

HUD – DISPLAY IN A LEVEL

The HUD (Head-Up-Display) provides you with all the important information.
HUD



- 1) Cross-hair
- 2) Mini map

  Shows your nearest environment and the markers for active mission objectives. Click the mini map with the right mouse button on to send the command “Hold the line!” to a special unit outside of the screen.

- 3) Mission objectives

  A list of the current active mission objectives.

- 4) Radio transmission

  During the mission your commander will get in touch often to provide you with fresh information on your current mission objectives.

- 5) Special units

  Here you can see the weapons, the equipped special-item and the life points of your special units.

- 6) Player status

  Here you can see which weapon you use, which special item you have equipped and here is shown many life points you have. Besides that here you can see if your weapon overheats after too much fire.

CONTROLS

You can control your team with your keyboard or with your gamepad. In the Options menu you can change the layout of your keyboard and your gamepad.

Using the Keyboard

Action	Key
Use	E
Crouch	C
Run	W, A, S, D
Shoot	Left mouse button
Use Special-Item	F
Pick Special Unit	1-5
Special Unit rotation	R
Special Unit selection	Q (can be held)
Special Unit commands	rechte Maustaste (can be held)
Pick command	Shift+(1-4)
Pause menu	ESC

Standard Keyboard Layout

Hint: Some keyboards cause problems with the controls if you, for example use two arrow keys and the space bar simultaneously. If the problem arises change the keyboard layout. Instead of the arrow keys you can use A, W, D or J, I, K.

Using the Gamepad

Action	Button
Use	A
Crouch	B
Run	left stick
Aim	right stick
Shoot	right bumper
Use Special-Item	left bumper
Special Unit rotation	X
Special Unit selection	right trigger
Special Unit quick command	Y
Pick command	left trigger
Pause menu	start

Standard Gamepad Settings

A.I. Invasion supports most common gamepad types. The standard layout is designed for the Xbox 360 controller und similar gamepads.

At present we recommend not using a gamepad as it will not be fully supported during Early Access.

SPECIAL UNITS

Special units are companions which support you in your mission. They follow you, they attack the enemy autonomously and they even try to avoid friendly fire! As a team leader you can give orders to your special units to use them even more effectively and strategically in the battle.

In the standard keyboard layout you can send the following commands with Shift+1-4 directly to the selected special unit:

Follow me!

The special unit will follow you with every step.

Hold the line!

The special unit moves to the position of the crosshairs and will hold this position until they receive a new order. This command can be of use to set the team in such a way that it can fight enemies approaching from all directions effectively.

Use special item

The special unit uses their special item at the position of the crosshairs. Your companions can also use their special item autonomously. This command allows you to use their equipment strategically and in the most efficient manner.

Combat position

All special units receive the command “Follow me!” simultaneously. This command is especially useful if you command a bigger team and if you wish to gather them all around a single point.