



Lynx and Rex

Instruction Manual

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1: Introduction

Welcome to Lynx and Rex, a fast-paced game of strategy and action. This is a game that pits two characters with polar opposite roles against each other in a battle of wits and reflexes. Depending on which character you play, the game will seem totally different – one character plays a real-time strategy style game, while the other plays a beat-em-up style game.

1A: Story by Chris Best

Having been separated at birth, Lynx and Rex have led very different lives. After college, Rex joined the Peace Corps, spending several years aiding the villagers of various African nations. Meanwhile, Lynx used his considerable inherited wealth to start several corrupt billion-dollar corporations and began carrying out his plan for world domination.

When news of this reached Rex, he knew he was the only one who had any hope of preventing Lynx from becoming a malevolent world dictator. The battle raged...

1B: Gameplay Summary

Lynx and Rex is played, ideally, by two players over a network connecting their two computers. One player plays as Lynx, and one plays as Rex, Head 2 Head in real-time, trying to defeat the other player.

Lynx is a builder, playing a real-time strategy style game. He manages his resource, Cash, and creates blocks of various types that have various effects. He protects his structures from Rex and upgrades his Tech Tree to access more powerful blocks. He can also build generic structures called “links” between blocks that have interesting effects, and he can lift structures and carry them around. His name is a homonym, in that as a builder, he “links” stuff together.

Rex is a destroyer, playing a beat-em-up style game with role-playing game elements. He doesn’t have blocks or cash; what he has is health, energy, experience, and an array of attacks to destroy Lynx’s buildings with. Rex moves to Lynx’s buildings, spends energy to attack them, gains experience for damaging and destroying buildings and levels up, and loses health when he gets attacked and dies, only to respawn after a delay and come right back. His name is a homonym, in that as a destroyer, he “wrecks” Lynx’s stuff.

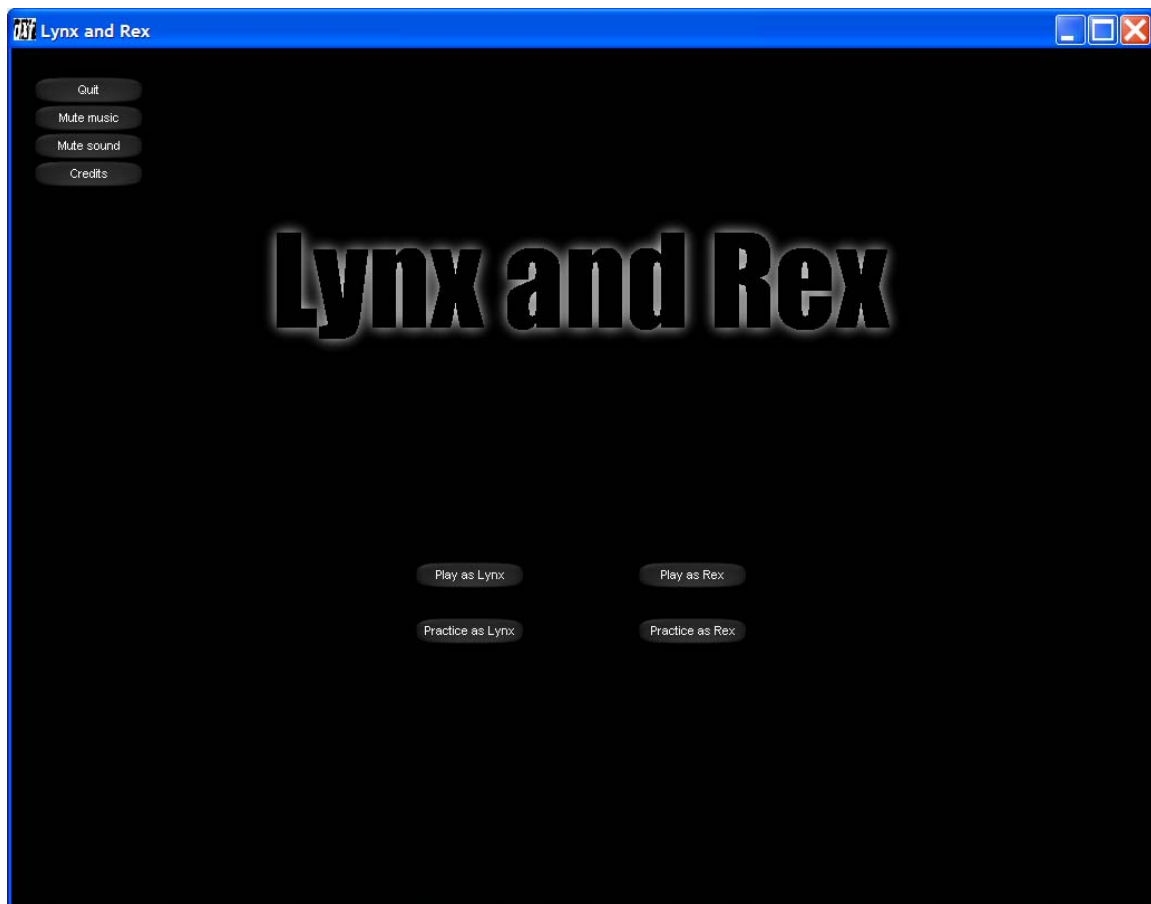
In this manual, you’ll learn how to start up Lynx and Rex, what the world looks like, and how to play both characters.

Welcome... to Lynx and Rex.

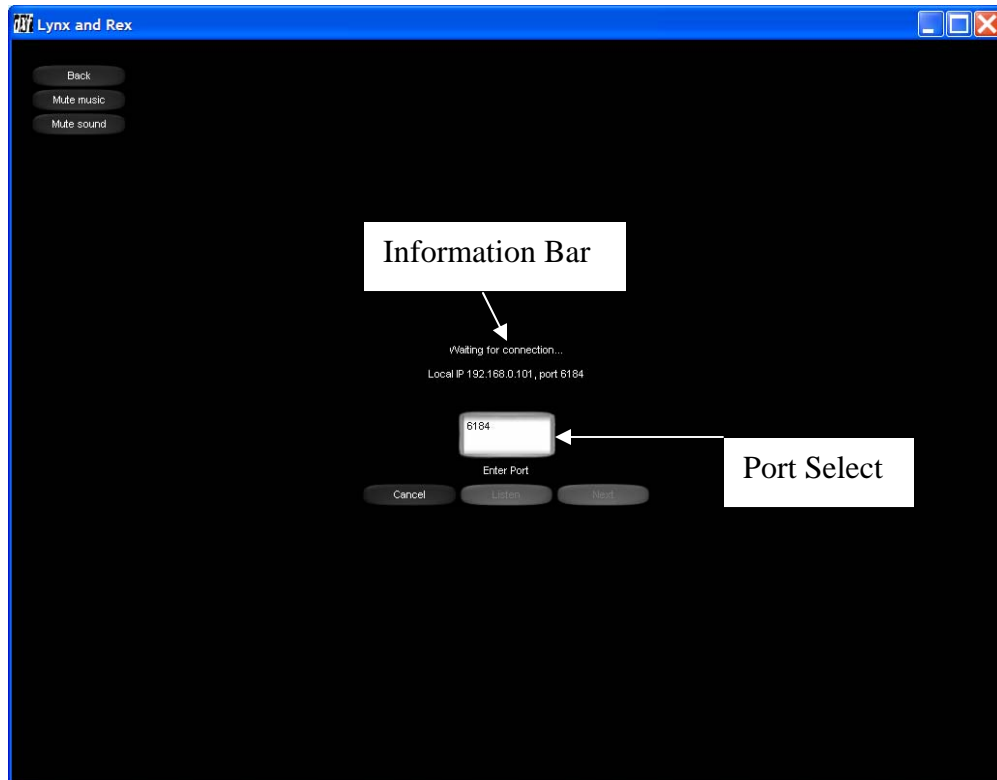
2: Game Modes

Lynx and Rex has 3 game modes in it. The main game mode is the 2-player Head 2 Head mode, in which one player on one computer plays as Lynx and another player on a different computer plays as Rex. If you don't have another player to play with, or if you just want to practice playing as one of the characters, you can also play the Lynx Practice or Rex Practice game modes.

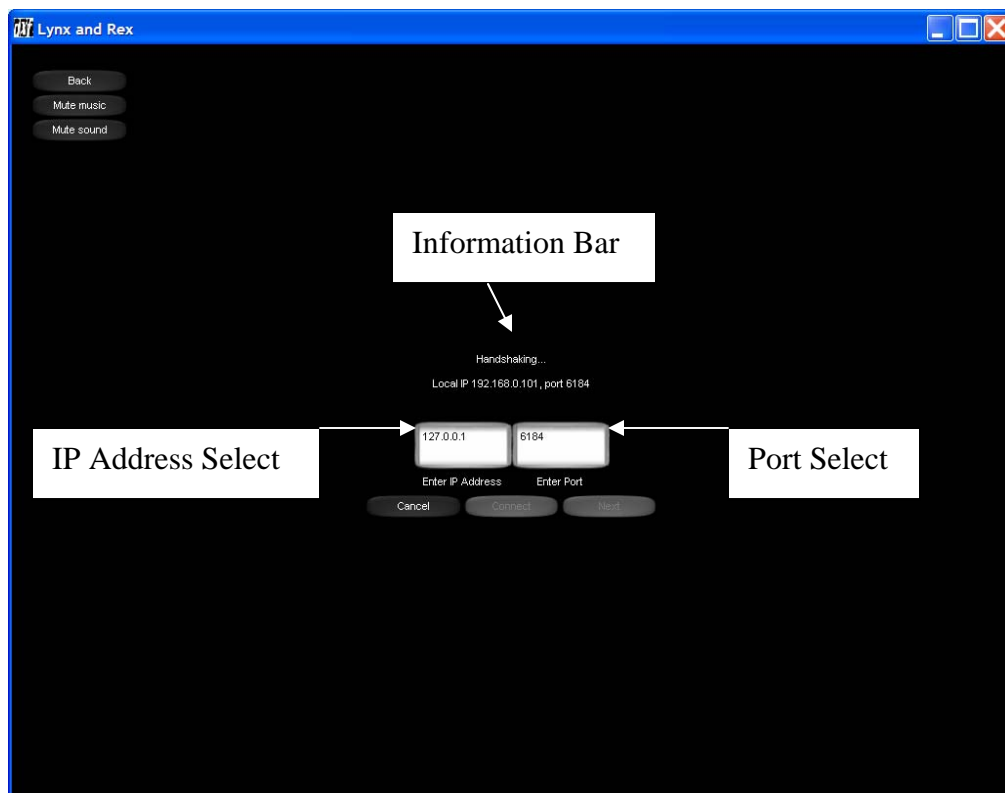
Reference the following screens while reading the Game Modes section.



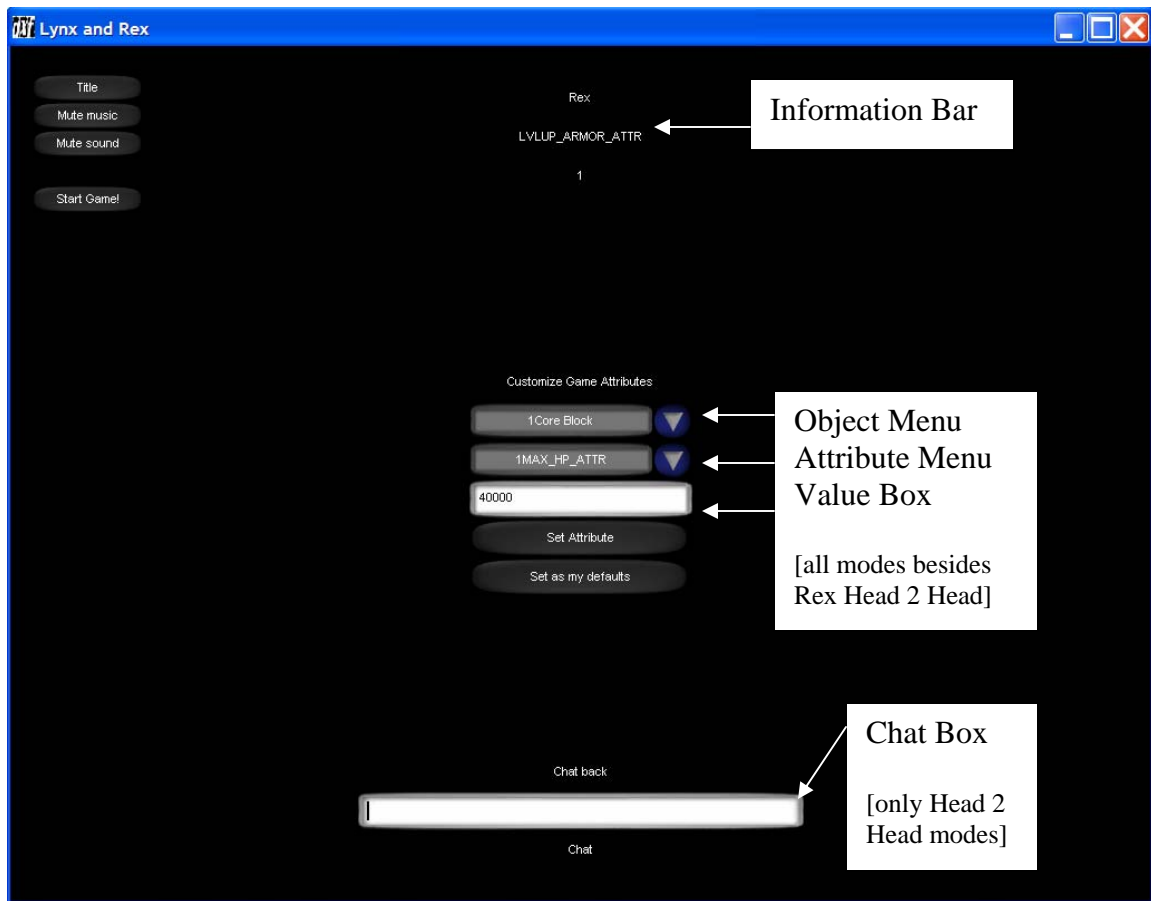
The Title Screen



Lynx Network Setup Screen



Rex Network Setup Screen



The Lobby

2A: Head 2 Head

Head 2 Head is the main game mode of Lynx and Rex, in which 2 players on different computers play against each other simultaneously – one as Lynx, and one as Rex. The two computers will need network connections and must be connected either over a LAN (preferred) or the Internet.

2Ai: Title Screen – Starting Head 2 Head

Two players start playing Head 2 Head first by deciding who will play Lynx and who will play Rex. The player who will play Lynx (hereafter referred to just as Lynx) clicks “Play as Lynx” from the Title Screen, and the player who will play Rex (“Rex”) clicks “Play as Rex”.

2Aii: Network Connect Screens – Connecting the Computers

Once on the network connect screens, the network connection between the two computers must be established. The following steps explain the actions each player must take to connect the two computers:

1. First, Lynx clicks the “Listen” button. [Optionally, Lynx may select a different port to listen on than the default port.]
2. Lynx’s Information Bar should show his IP address and port. This information must be communicated to Rex, who must enter it into his “IP Address” and “Port” fields. Once the information is entered correctly, Rex should click the “Connect” button.
3. The two computers should now rapidly establish the connection. Rex’s Information Bar should say “Connected!”. Lynx’s Information Bar should still say “Handshaking...” – this is normal. If this does not occur, make sure your computers have network connectivity, and that port 6184 is not firewalled.
4. Once Rex’s Information Bar says “Connected!”, he should click the “Next” button to proceed to the Lobby.
5. Once Rex has proceeded to the Lobby, Lynx’s Information Bar should display “Connected!”. Lynx should now click the “Next” button to proceed to the Lobby.

2Aiii: The Lobby – Configuring Game Attributes

Once Lynx enters the lobby, Lynx’s game will begin syncing up the game attributes between the two machines. Text will rapidly appear in the Information Bars for both Lynx and Rex. This is to ensure that the two games use the same attributes for objects and attacks in the game.

Once the syncing of attributes is complete, Lynx can either start the game immediately, or customize some of the game attributes first to tweak game balance. The **Customizing Game Attributes** box explains how to do that, or you can move on to “Starting the Game”.

Chat: While in the Lobby, the two players can chat with one another using the Chat box. Type in your message and press the Enter key to send the message; it will also appear beneath your Chat box. Messages sent to you by the other player will appear above your Chat box.

Customizing Game Attributes: To adjust one of the game attributes for the game, Lynx first selects an object from the Object Menu, then selects an attribute from the Attributes Menu. The current value of that attribute for that object should appear in the Value box. To change it, just type in a new value and click the “Set Attribute” button – this will also sync up Rex with the attribute change. To save your changes as your default settings, so they’ll be loaded automatically next time you play, click the “Set as my defaults” button.

Note: If an attribute for an Object is 0, it is probably not important. Changing such attributes will probably either have no effect, or could even damage the game.

2Aiv: Starting the Game

When the game is ready to begin, the “Start Game!” button appears on Lynx’s screen. When the players are ready to begin the game, Lynx can click this button to do just that.

2B: Lynx Practice

Lynx Practice is a one-player mode in which you can practice playing as Lynx, with no Rex to worry about.

2Bi: Title Screen – Starting Lynx Practice

To start playing Lynx Practice, click the “Practice as Lynx” button on the Title Screen. This will take you to the Lobby.

2Bii: The Lobby – Configuring the Game Attributes

Once in the Lobby, the player can choose to modify the game attributes to tweak game balance just like Lynx can in Head 2 Head mode. Check out the **Customizing Game Attributes** box to see how to do this.

2Biii: Starting the Game

When you are ready to start the game, click the “Start Game!” button in the Lobby.

2C: Rex Practice

Rex Practice is a one-player mode in which you can practice playing as Rex, with no Lynx to worry about.

2Ci: Title Screen – Starting Rex Practice

To start playing Rex Practice, click the “Practice as Rex” button on the Title Screen. This will take you to the Lobby.

2Cii: The Lobby – Configuring the Game Attributes

Once in the Lobby, the player can choose to modify the game attributes to tweak game balance just like Lynx can in Head 2 Head mode. Check out the **Customizing Game Attributes** box to see how to do this.

2Ciii: Starting the Game

When you are ready to start the game, click the “Start Game!” button in the Lobby.

3: The Lynx and Rex World

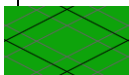
This section describes the elements of the Lynx and Rex world. Buildings, attacks, resources, even the ground itself, are all described in this section.



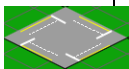
3A: Tiles

Tiles are the ground of the Lynx and Rex world. The game takes place in a grid of tiles 64x64 in dimension, on which all the action happens. The viewing angle of the camera is isometric, meaning that the tiles appear as diamonds on the screen.

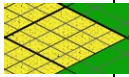
There are three types of tiles in Lynx and Rex:



1. Undeveloped Tiles: These tiles are green-colored, like grass. There's nothing special about these tiles.



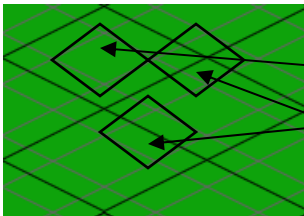
2. Developed Tiles: These tiles are gray-colored, and resemble pavement, with white and yellow lines like streets. Except for the look, there isn't anything special about these tiles, like undeveloped tiles.



3. **Rex Turf Tiles:** These tiles are yellow-colored, like desert. A box of these tiles marks Rex's spawn point on the map. These tiles cannot be built on, although buildings can be moved onto these tiles.

3B: SubTiles

SubTiles are another way (aside from Tiles) of describing the world of Lynx and Rex. SubTiles are a quarter of the size of Tiles. Note that SubTiles aren't aligned with Tiles – they exist in the middle of tiles, on the edges of tiles, and in the corners of tiles.



1. **Center SubTiles:** These SubTiles can have blocks built in them.
2. **Edge SubTiles:** These SubTiles can have links built in them, when there are blocks in the two adjacent Center SubTiles.
3. **Corner SubTiles:** These SubTiles cannot have anything built in them.

3C: Buildings

Buildings are the most important part of the Lynx and Rex world. Lynx builds buildings on Center SubTiles and Edge SubTiles, and Rex tries to destroy these buildings. Buildings have statistics such as hit points, armor, cost, cash flow, and build time.

Health Bars: Each building has a health bar displaying its current health. If you'd like to hide the health bars, press the Space bar while in-game.

3D: Rubble

When a building gets destroyed, it leaves behind rubble. Buildings cannot be built or placed on rubble, and rubble cannot be moved or removed – it is permanent.

3E: Characters

The two characters, Lynx and Rex, are important elements of the world. Your character will always be in the middle of the screen. As you move your character around the world, the screen moves along with you to keep your character in the center of the screen. You might also see the other character moving around on your screen.

3F: The Dashboard

On the bottom of the screen is the Dashboard – your control center. The Dashboard has buttons for the actions your character can take, your character’s resources, and the minimap. Above the action buttons is the alert bar, where messages will appear when something important happens.

Lynx’s Dashboard: Lynx’s dashboard has buttons for his actions: Building various blocks, destroying, and lifting. It displays his resources: Cash and cash flow.

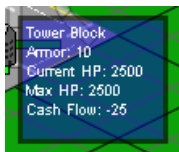
Rex’s Dashboard: Rex’s dashboard has buttons for his actions: Executing various attacks, and hibernating. It displays his resources: Health, Energy, and Experience.

3G: The Minimap

The Minimap is in the right side of the Dashboard. It displays a summary of the whole world as you know it. Regions you haven’t explored yet are black. Of what is visible, green areas have no structures on them, blue areas have tiles on them, and gray areas have rubble on them. Regions you’ve explored but aren’t near have a gray shroud over them, like fog of war, and they may have changed since the last time you saw them.

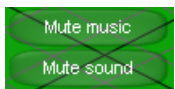
When some things happen, a red marker will appear briefly on the minimap in addition to an alert showing up in the alert bar.

3H: Getting Information



You can get information about many things in the world by middle-clicking on them. You can middle-click on buildings as well as the action buttons to get information on them.

3I: Sound and Music



Lynx and Rex has music playing in the background most of the time, and sound effects for many things that occur. However, if you’d like to mute either of these things, you can use the “Mute music” or “Mute sound” buttons in the upper left of the screen.

4: Playing as Lynx

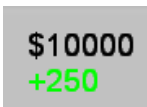
4A: Overview



Lynx is a small anthropomorphic feline character bent on world domination. His role in Lynx and Rex is as a builder. For Lynx, the game is like a real-time strategy game. He moves around, builds and upgrades buildings, advances through a small Tech Tree, and can also lift and destroy buildings. In general, Lynx wants to build stuff – the more buildings there are on the map, the better that is for Lynx.

4B: Resources

Lynx has two resources that he must manage, which are conveniently linked together: Cash and cash flow.



As seen on Lynx's Dashboard

Cash: Cash is the universal currency Lynx uses to build and upgrade buildings. Every time Lynx wants to build or upgrade a building, it costs cash, so he'll have to have enough to do that. If Lynx runs out of cash, he'll be in big trouble until he can get some more.

Cash Flow: Cash flow refers to the rate of change of Lynx's cash resource. Some buildings generate positive cash flow, and some buildings generate negative cash flow, or "upkeep". Each second, Lynx's cash changes by the amount of his cash flow.

Cash Cap: Lynx's cash is capped depending on his Tech Tree level. If his cash flow would increase his cash above this cap, it stops at the cap instead.

Running out of Cash: Lynx's cash cannot go below 0. If Lynx has negative cash flow which would reduce his cash below 0, it stops at 0 instead. Also, each time this would happen, Lynx's highest-upkeep building spontaneously combusts, reducing his upkeep until his cash flow is nonnegative.

4C: Gameplay

This section describes the things Lynx can do in the game.

4Ci: Moving

Moving is an important thing Lynx can do. He has to move around to see what is going on in the world. Also, he can only perform actions on ground that is near him, so to build stuff and do other things somewhere Lynx has to be there.




Lynx can move around the world by using the mouse or keyboard. To use the mouse, simply click and hold the left mouse button, and Lynx moves towards where you are clicking. Note that Lynx moves more slowly the closer to him the mouse is. To use the keyboard, use the arrow-keys or WASD movement (W is up, A is left, S is down, D is right). Using the keyboard you can move in 8 directions.

4Cii: Selecting Blocks

Blocks are the backbone of Lynx's empire. They come in a variety of types that have various effects. To create a strong city that will resist Rex's attacks, Lynx will have to strategize and mix and match block types for success.

Before he can build a block, Lynx has to select a type of block to build. To do so, he uses the block select buttons on his Dashboard. Each button can be selected by clicking it, or by pressing the associated hotkey on the keyboard.

The list below describes the blocks available to Lynx. Unless otherwise stated, the given block is available right away, at Tech Tree level 1.

Block Types	
	1. Core Block: This is the base of Lynx's operation. He begins the game with a Core block, and he cannot build any other ones. The Core block is very sturdy, because if it gets destroyed, Lynx loses. Use this button to upgrade the Core block, and advance Lynx's Tech Tree level.
	2. Resource Block: These blocks are vital for Lynx's operation because they produce a lot of cash. They don't do anything to protect Lynx from Rex, but the cash flow they generate is vital to fund other blocks that do. They're pretty weak, so make sure you protect them from Rex's attacks.
	3. Basic Block: These blocks don't do anything special in and of themselves, but can be upgraded to many other types of blocks. Compared to blocks such as the Resource block and Generator block, basic blocks are sturdier, so it can be useful to create Basic blocks and upgrade them later once you're ready.



4. **Wall Block:** These blocks are extremely strong and resilient. They don't do anything to harm Rex, but they are very hard to destroy. Additionally, they absorb damage from adjacent links as long as they have hit points left to lose, so they protect adjacent links from being destroyed. Wall blocks become available at Tech Tree level 2.



5. **Barricade Block:** These blocks are an upgrade to the Wall block, and are essentially the same only stronger. They become available at Tech Tree level 3. You cannot build Barricade blocks directly, you must build a Wall block and upgrade it to a Barricade block.



6. **Generator Block:** These blocks don't do anything in particular in and of themselves, but they enhance blocks they're linked to. Resource blocks produce more cash, Tower blocks and their upgrades (see below) do more damage, and Wall and Barricade blocks gain health regeneration. For more information on linking, see "Building Links" below. Generator blocks become available at Tech Tree level 2.



7. **Tower Block:** These blocks are vital to defend Lynx's buildings against Rex. Without Tower blocks, there'd be nothing to stop Rex from attacking and destroying Lynx's buildings. Tower blocks attack and damage Rex, and eventually can cause Rex to die. This is only a minor setback for Rex, as he'll soon respawn and return to attack some more, but Rex dying gives Lynx time to build more stuff. Aside from Resource blocks, Tower blocks are the most important type of block Lynx can build.



8. **Fire Block:** This is an upgrade to the Tower block. Unlike Tower blocks, Fire blocks don't have attack range – they only damage Rex when he's right next to them. This means that Rex can avoid being hurt by Fire blocks whatsoever by using ranged attacks. However, when Fire blocks do damage Rex, they do much damage rapidly. Fire Blocks become available at Tech Tree level 3. You cannot build Fire blocks directly, you must build a Tower block and upgrade it to a Fire block.



9. **Ice Block:** This is an upgrade to the Tower block. Ice blocks have long attack range and a large area of effect, but they do not do a lot of damage and have a long cooldown time. When they do hit Rex though, his movement speed gets halved for several seconds. Ice blocks become available at Tech Tree level 2. You cannot build Ice blocks directly, you must build a Tower block and upgrade it to an Ice block.



10. **Lightning Block:** This is an upgrade to the Tower block. Lightning blocks have longer attack range than Tower blocks and do a lot more damage, although their fire rate is slower. When they hit Rex, they have a chance to stun him for a split-second, stopping him in his tracks. Lightning blocks are the natural next level for the Tower block, in terms of damage they can dish out. Lightning blocks become available at Tech Tree level 3. You cannot build Lightning blocks directly; you must build a Tower block and upgrade it to a Lightning block.



11. **Monument:** This block is a way for Lynx to win the game. If Lynx completes a Monument and it stands for a period of time, he wins the game. If it gets destroyed, Rex wins the game. See “Winning the Game” and “Losing the Game” below, respectively. The Monument is very expensive and takes a long time to build. Note that the Monument has a HUGE upkeep, so you will need enough cash flow to support it. Also, because it has a huge cash flow, if Lynx runs out of cash and his highest-upkeep block gets destroyed, that will be the Monument, and Rex will win. The Monument becomes available at Tech Tree level 4.

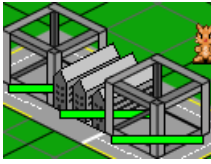
4Ciii: Building Blocks

Once Lynx has selected a block type to build (see “Selecting Blocks” and **Block Types** above), he can place the block by right-clicking on a suitable location. Lynx can only build blocks on Center SubTiles (see “SubTiles” above) that are near him. The Center SubTile must not have a block or rubble already in it. When you move the mouse over an appropriate location for a block, a highlight will appear in the SubTile, indicating you can build there. Once you start building a block, Lynx will enter **Build Mode**.

Build Mode: While Lynx is in build mode, he’s working on constructing a building. His animation shows him wearing a hard hat and swinging a hammer. The health bar of the building he’s working on is orange, and as time passes, it gains hit points until its build time has been fulfilled. At this point construction is complete, and Lynx can move on to something else.

At any time, Lynx can stop working on the building (like if something more important comes up), at which point the construction gets stalled. Construction stops if Lynx moves or begins/resumes building something else. To resume constructing the building, Lynx must simply right-click on it again, and he’ll reenter Build Mode on this building. Note that Lynx must have any block button selected on his Dashboard, and not his destroy or lift actions, to resume building.

4Civ: Building Links



A link between two Basic blocks.

Blocks are all well and good, but a critical building in Lynx's repertoire is the link. Unlike blocks, links are generic, and all do pretty much the same thing. While blocks are built in Center SubTiles, links are built in Edge SubTiles – directly between any two blocks – and they do special things for blocks that are in the Center SubTiles adjacent to them.

For a link to be built, there must be blocks in the two adjacent Center SubTiles, and there must not be a link or rubble already in the Edge SubTile. Lynx can have any block button selected to build a Link. He must move the mouse to a suitable Edge SubTile – a highlight should appear, like building a block – and right-click. Once you start building a link, Lynx will enter **Build Mode** (see above).

Links have the following effects:

1. Links are considered “linked to” the blocks they’re adjacent to, and they make those two blocks “linked”, for effects such as the Generator block’s effect.
2. Links absorb damage from blocks they’re linked to, protecting these blocks from being destroyed by Rex. Note: This does not apply to Wall blocks, which absorb damage from links, unless the Wall block has 0 hit points left. If a block linked to a Wall block gets damaged, the link absorbs the damage, which is then absorbed by the Wall block – Wall blocks protect linked blocks.
3. Links prevent movement through the Edge SubTile for both characters – so if you want to stop Rex from getting somewhere, you’ll have to place links in between blocks to block him off.

Note that links have a small upkeep.

4Cv: Upgrading Buildings



Lynx upgrading the Core Block.

Lynx can upgrade some buildings into more powerful buildings, which can be beneficial. Some blocks, such as the Tower block upgrades, can't be built directly – a Tower block must be upgraded into them. Also, upgrading the Core block is how Lynx advances his Tech Tree level.

To upgrade a building, Lynx must first select the block type he'd like to upgrade to (see "Selecting Blocks" and **Block Types** above). Then, just like building something outright, he right-clicks on the building he'd like to upgrade. This can only be done to nearby buildings. Once you begin to upgrade a building, Lynx goes into **Build Mode** (see above).

Upgrading Links: As you advance your Tech Tree level, links can be upgraded to Link L2's and Link L3's, etc, as per your Tech Tree level. Higher-level links have more health and armor, but also higher upkeep.

Why Upgrade?

Upgrading is very useful for strengthening Lynx's position for a few reasons.

1. Some block types can't be built directly – they can only be upgraded to. Examples include the Barricade block (you must upgrade a Wall block to it) and the Lightning block (you must upgrade a Tower block to it).
2. Upgrading a building costs only the cost difference between the two building, and requires only as much time as the difference between the build times for the two buildings. So, you can give yourself flexibility by first building basic blocks, then rapidly upgrading them to whichever blocks you need.
3. More health and armor: Barricade blocks, higher-level types of towers and higher-level links have more health and armor.
4. Advance your Tech Tree level: Upgrading the Core Block is the mechanism by which Lynx advances his Tech Tree level.

4Cvi: Lifting

An awesome ability of Lynx's is the lift ability. If Lynx thinks some blocks need to be someplace else, or if he wants to do something like move towers that are far from Rex closer to him so they can attack him, he can lift stuff up and carry it around. Lifting is also a necessary action for Lynx's Aggressive Victory (see "Winning the Game" below).



The Lift button is on the far right of the buttons on Lynx's Dashboard.

To lift, Lynx must select the Lift action on the Dashboard, then move the mouse to a suitable block. A highlight will appear when the mouse is over such a suitable block (See **Lift Conditions** below). Lynx then right-clicks to lift the block. While Lynx has something lifted, he moves at half speed, and he cannot perform other actions like building blocks or links until he has put down what he's carrying.

To drop a block, move the mouse over a suitable open space (see **Drop Conditions** below) and right-click. Like with other actions, a highlight will appear when Lynx can

drop. Lift has a cooldown – once Lynx drops a block, he won't be able to lift again for several seconds.

Lift Conditions: For Lynx to be able to lift a group of blocks, the following conditions must be met:

1. Lift can only target blocks – not links. The block must not be too far away from Lynx.
2. Lift will lift up not only the targeted block, but all buildings linked to that block.
3. There is a “weight limit” on Lift – if too many things are linked to the target block, Lynx will not be able to lift it. If Lynx tries to lift the block, it will fail. Also, the highlight will not appear if Lynx is not able to lift a block for this reason.
4. You cannot lift your Core block, nor can you lift a Monument.

Drop Conditions: For Lynx to drop lifted buildings, the following conditions must be met:

1. Lynx can only target a Center SubTile with drop, where the targeted lifted block can be placed.
2. Lynx can only drop into an empty location – there must be neither a block nor rubble there.
3. Additionally, any additional buildings being carried that were linked to the lifted block must end up in available places. If any of the additional buildings would be placed in SubTiles with a building or rubble, the drop will fail, and the highlight will not appear.

4Cvii: Destroying

It might be hard to imagine, but sometimes Lynx will want to destroy one of his own buildings. For instance, he may have trapped himself inside a ring of buildings that is too big for him to lift, and so he can't get out. Fortunately, Lynx can destroy anything he has built at will for whatever reason with the Destroy action.



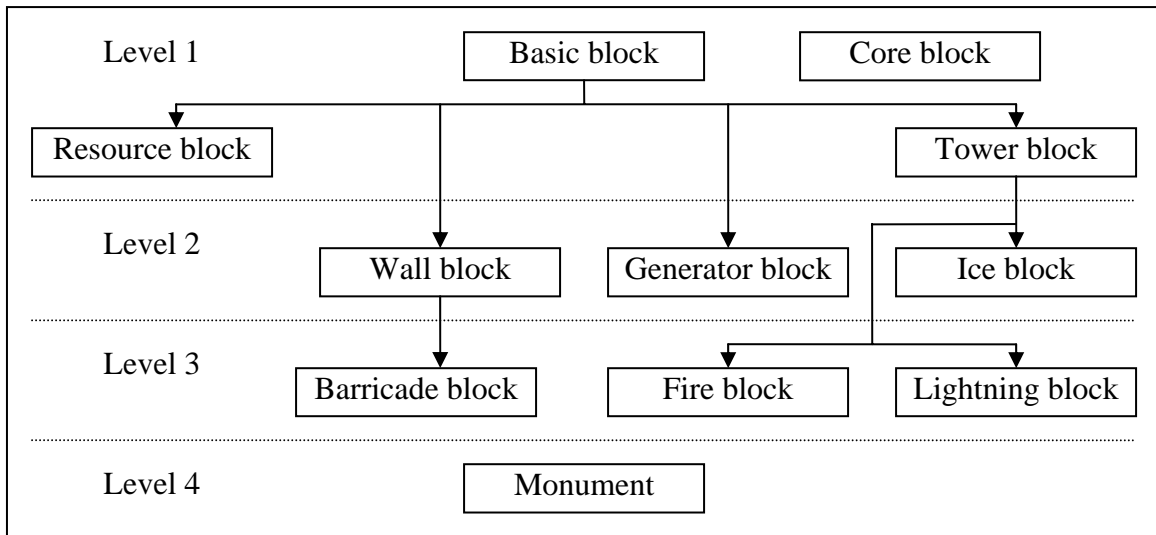
Destroy is the button right next to Lift on the right side of the Dashboard.

To destroy, Lynx must be close enough to the building he wants to destroy and move the mouse over it. A highlight will appear indicating he can destroy the building. Then, Lynx simply right-clicks.

Note that you cannot destroy your Core block with the destroy action. You can destroy a Monument however... but don't.

4D: Tech Tree

Lynx starts the game with only a few blocks available. To get access to more block types, he must advance his Tech Tree level. He achieves this by upgrading his Core block. Upgrading the Core block is an expensive and time-consuming process, but the rewards are worth it. The Core block ranges in level from 1 to 4, and the following chart shows which block types become available at the corresponding Tech Tree level.



Lynx's Tech Tree

Note that the chart also indicates how blocks can be upgraded. Basic blocks can be upgraded to Resource blocks and Tower blocks right away, and also to Wall blocks and Generator blocks at Level 2. Wall blocks can be upgraded to Barricade blocks at level 3. Tower blocks can be upgraded to Ice blocks at level 2, and Fire or Lightning blocks at level 3.

4E: Winning the Game

Lynx has two ways to win the game, described below.

Monumental Victory: If Lynx completes a Monument, a timer will appear at the top of the screen and begin counting down. When this timer reaches 0, Lynx wins.



The Monument timer

Aggressive Victory: If Lynx doesn't want to wait for a Monumental Victory, or just wants to win in another way, he has the Aggressive Victory option. As described above in "Tiles", there is a region of Rex's Turf colored yellow where Rex respawns. Finding this region is the first step to winning an Aggressive Victory. Lynx cannot build on Rex's Turf, but he can lift buildings and put them down on it. If at least half of the Tiles have blocks in them, Rex's respawn ability is disabled, and if Rex dies, he loses the game – Lynx wins.

Note that if Rex destroys enough blocks on his turf, it will be impossible to cover more than half of them with blocks on account of the rubble. If this happens, Lynx will simply no longer be capable of winning an Aggressive Victory this game.

4F: Losing the Game

Lynx has two ways to lose the game, described below.

Conquest Loss: This occurs when Rex wins a Conquest Victory. If Lynx's Core block gets destroyed, Lynx loses.

Retaliation Loss: This occurs when Rex wins a Retaliation Victory. If Lynx builds a Monument trying to win a Monumental Victory, and it gets destroyed somehow, Lynx loses. Note that the Monument can be destroyed by Rex attacking it, or by Lynx running out of cash and the Monument spontaneously combusting.

5: Playing as Rex

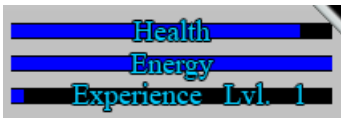
5A: Overview



Rex is a large reptile/dinosaur character trying to stop Lynx from taking over the world. His role in Lynx and Rex is as a destroyer. For Rex, the game is like a beat-em-up game. He moves around, attacks and destroys buildings, gains experience and advances in level, and takes damage, dies, and respawns. In general, Rex wants to destroy stuff – the more rubble there is on the map and the fewer buildings, the better that is for Rex.

5B: Resources

Rex has three resources he must manage: Health, Energy, and Experience/Level.



As seen on Rex's Dashboard

Health: Health, or hit points, represents how much life Rex has left. It starts out at full and decreases when Rex gets attacked by towers; Rex can also increase it by using his Hibernate ability. If Rex's health runs out, he'll die. However, the game isn't necessarily over if Rex dies; he'll usually respawn after several seconds back at his Turf (see "Tiles" above).

Energy: Energy is what Rex uses to perform attacks. Each time Rex comes to life, he starts with his energy meter half-full. Over time the level of his energy meter increases slowly, and it decreases whenever he performs an attack. If Rex doesn't have as much energy as the attack costs, he will not be able to perform it until his energy meter gets high enough.

Experience/Level: Like in a role-playing game, Rex starts at level 1 and gains experience and levels up in Lynx and Rex. Rex gains experience for damaging and destroying buildings, and when his experience meter gets full, he levels up. For more information, see "Gaining Experience and Leveling Up" below.

5C: Gameplay

This thing describes the things Rex can do in the game.

5Ci: Moving

Moving is important for Rex because he needs to find buildings to destroy them. Rex starts the game in his Turf, and each time he respawns after death, he starts here too. This Turf is located randomly around the outside of the world; however, Lynx's starting point is always in the middle of the map. So, Rex knows where to find Lynx, but Lynx doesn't know where to find Rex. To get to Lynx's buildings so he can attack them, though, Rex has to move.

Rex moves in the same way as Lynx, by using the mouse or keyboard. By clicking and holding the left mouse button, Rex will move towards the mouse. The closer the mouse is to Rex, the slower he'll move. Alternately, you can use the arrow keys or WASD movement (see "Moving" under "Lynx" above) to move in 8 directions.

5Cii: Selecting Attacks

Attacks compose Rex's arsenal of weapons to destroy Lynx's buildings. Rex must use his attacks to deal damage to Lynx's buildings – when a building's hit points get depleted, it will explode. It's important for Rex to attack and destroy buildings, gain experience, and increase his level to make it easier to destroy more buildings and win the game.

Before he can attack, Rex will have to select an attack to use. To do so, he uses the attack select buttons on his Dashboard. Each button can be selected by clicking it, or by pressing the associated hotkey on the keyboard.

The list below describes the attacks available to Rex. In general, attacks become available at the same level as they are numbered.

Attacks



1. Rex Attack: Rex's basic melee attack. This is the only attack that Rex starts with. It's fast, reliable, and has a low energy cost, but has only melee range and doesn't do a lot of damage. This attack is available at level 1.



2. Earthquake Smash: Rex stomps the ground furiously and damages all buildings adjacent to him. The more buildings there are next to Rex, the more damage this attack will do, so move next to many buildings to use Earthquake Smash. Earthquake Smash is a non-targeted attack – you just need to select the attack button to activate it. Earthquake Smash becomes available at level 2.



3. Acid Breath: Rex spews a torrent of acid onto a building that covers it and starts dealing damage. Acid Breath has some range – Rex doesn't need to be right next to a building to hit it with this attack. Acid Breath does persistent damage – it damages the building continuously over a period of time. Acid Breath becomes available at level 3.



4. Giga Bite: Rex takes a big bite out of a building with this attack. Giga Bite is a melee attack that does lots of damage – other than that, there's nothing too special about it. Giga Bite becomes available at level 4.



5. Leap: Leap is a utility attack that lets Rex jump over a row of buildings. For example, if Lynx has built a row of towers and walls with resource blocks behind them, Leap can let him jump over to attack the weaker blocks farther back. When Rex lands from leaping, he does some damage to the buildings next to him, like with Earthquake Smash. Leap becomes available at level 5.



6. Thunderbolt: Rex summons a mighty bolt of lightning that strikes a building with great power. Thunderbolt has medium range – longer than Acid Breath, and does lots of damage. Note it has cast time, so the damage doesn't occur right away when the attack begins. Thunderbolt becomes available at level 6.



7. Power Smash: Rex slams a building with great force. Power Smash is a melee attack that does decent damage, but more importantly, it ignores damage absorption and damages a building directly. If a block has links adjacent to it, it will not distribute damage to them; if a link has a wall adjacent to it, it will not distribute the damage to it. The Power Smash can let you cut through Lynx's links and walls to destroy critical blocks like Generator and Resource blocks. Power Smash becomes available at level 7.



8. Fireball: Rex spews a fireball that flies towards its target and bursts into flames. Fireball has long range (longer than Thunderbolt), area-of-effect damage, and persistent damage (as the fire burns) – it's got it all. Because of the area-of-effect, Fireball is best targeted in a place where multiple buildings will be affected. Fireball becomes available at level 8.



9. Armageddon: Rex's final attack, Armageddon does massive damage to buildings in an area surrounding Rex. In addition to doing massive amounts of damage, Armageddon does direct damage, like the Power Smash. Like Thunderbolt, Armageddon has a cast time. Armageddon has an exceptionally high energy cost and cooldown time (see **Attack Cooldown** below), so you can't just use it all the time. Like Earthquake Smash, Armageddon is a non-targeted attack – you just have to select the attack button to use it. Armageddon becomes available at level 9.

5Ciii: Attacking

Once Rex has selected an attack type to use (see “Selecting Attacks” and **Attacks** above), other than a non-targeted attack, he must right-click to execute the attack. Each attack has a range which you can see by middle-clicking on the attack button (see “Getting Information” above) – Rex will have to move the mouse to a SubTile within that range from him with a suitable target in it. If Rex can attack something, a highlight will appear on the SubTile. Note that the highlight will still appear even if Rex doesn’t have enough energy to execute the attack. When Rex executes the attack, cooldown time will start – see **Attack Cooldown** below.

Attack Cooldown: Cooldown refers to how long an attack must “cool down” before it can be used again. All of Rex’s attacks have cooldown before they can be used again; as long as an attack is in a cooldown state, the attack button will be grayed out, indicating that Rex cannot use it.

Also note that whenever Rex uses an attack, he enters into an attack animation and cannot move for the duration of the animation – this period of time is often (but not always) different than the cooldown time for the attack.

5Civ: Hibernating

If Rex wants to restore his hit points, he has two options – die and respawn, or hibernate. Dying and respawning has the disadvantage of a long respawn time, and Rex having to start over again back at his Turf and move to Lynx’s buildings (see “Dying” below). Hibernation is Rex’s other option – he spends some time sleeping and restores a decent amount of his hit points.



To use Hibernate, select the Hibernate button on the right of Rex’s attack buttons.

Hibernate is a non-targeted ability – you just have to select the Hibernate button to use it. Note that you take double damage from towers while hibernating, so don’t do it in range of towers or you’ll be punished.

5Cv: Dying

If Rex’s health goes down to 0, he dies. While dead, Rex can’t do anything, but the game isn’t necessarily over. A respawn timer appears in the upper-right corner of the screen. When the timer expires, Rex will respawn back at his Turf with full health and half energy, and get to start destroying Lynx’s stuff again. Note that if Lynx has fulfilled certain conditions, Rex will not respawn, but instead lose the game – see “Losing the Game” below.

5D: Gaining Experience and Leveling Up

Experience and level are crucial resources for Rex (see “Resources” above). By gaining experience and going up level, Rex gets stronger and gains more attacks – this is vital for keeping up with Lynx’s own advancement, so that Rex can eventually beat Lynx.

Rex gains experience for damage he deals, and he gets an experience bonus each time he destroys a building. Whenever Rex’s experience meter fills up, he levels up.

Leveling up has a few effects for Rex:

1. Attributes like his attack power, max HP, and max Energy increase.
2. His experience meter resets and the max increases.
3. He might gain a new attack to use.

5E: Winning the Game

Rex has two ways to win the game, described below.

Conquest Victory: Lynx has only one Core block on the map. If Rex destroys it, he wins the game.

Retaliation Victory: One of the ways Lynx can win is by building a Monument block. Once Lynx does this, a timer will appear in the top of the screen, counting down to Lynx’s victory. Once the Monument is built, however, if Rex destroys it, he wins.

Note that Lynx’s Monument has a huge upkeep cost. If Lynx runs out of cash, his highest-upkeep block spontaneously blows up. This means, if he has a Monument built, it will be the Monument, and Rex will win. So, if Lynx builds a Monument, a viable strategy might be to try to destroy his Resource blocks and cause this to happen.

5F: Losing the Game

Rex has two ways to lose the game, described below.

Monumental Loss: When Lynx builds a Monument, a timer appears at the top of the screen counting down. If Rex fails to destroy the Monument by the time the timer expires, Rex loses.



The Monument timer

Aggressive Loss: Rex's Turf is important, which is why it might be anywhere around the edge of the map. If Lynx finds it, this could be trouble for Rex. Lynx can't build directly in the Turf, but he can move things into it. If enough of the Turf is covered in blocks, Rex will not respawn after dying – he'll lose the game. An alert will show up if this happens, and you should heed this alert, and destroy the buildings in your turf!

Rage: If Lynx completes a Monument, or puts enough blocks in Rex's Turf to disable his respawning, Rex will enter Rage. Rex's Dashboard will turn red to signify this. While in Rage, Rex's move speed increases and his energy restores more quickly – use this to your advantage!

6: Credits

Original Idea

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Game Design

Neil Banerjee

Chris Best

Eric Wucherer

Programming

Neil Banerjee

Chris Best

Eric Wucherer

Music and

Original Score

Steve Fentriss

Sound Effects

Eric Wucherer

Thunder sound adapted from sounds on
http://simplythebest.net/sounds/WAV/sound_effects_WAV/nature_wavs.html

Character Art

Chris Crawford

Other Art

Chris Best

Special Thanks

Chris Crawford

for doing the character
art in 18 hours

Mark Diehr

for being the man

Steve Fentriss

for lending his awesome talent

Steve Jones

he knows why

Scott Mahlke

for pushing the Compilers project
deadline back a whole week

Jon Voigt

for the DXFramework