

Insect Invasion Player's Manual

Relic Entertainment, Inc. Presents...

IMPOSSIBLE CREATURES: INSECT INVASION!



Who'd have thought leaving Bugs in a game was so much fun?

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NEW CREATURES!

There's a lot of animals out there in the world, and who wouldn't want to see all of them added to Rex Chance's DNA library to be combined with each other via the Sigma Technology? 61 animals of every shape, size, and appetite comprise the collection thus far, but recently Rex and Lucy have turned their eyes downwards... towards the ground, where all the insects are. Little organisms who's size is as small as a dime, or can be as large as a whole twenty dollars, capable of feats of strength, engineering, and combat that are astonishing, when you take their scale into consideration.

So it's time to do what any mad scientist would do- blend them with other creatures and make them huge!

Enjoy the 15 new additions to your cache of combinable creatures... you'll even find a few non-insects, and a beast straight out legend. Learn what each one can do, and then get good at commanding them to do it- you can be sure that your rivals will!

ANACONDA

TYPE: REPTILE

CLIMATE: TROPICAL SWAMPLAND

RESEARCH LEVEL: IV

MELEE DAMAGE: 28

HEALTH: 334

DEFENSE: 6

SPEED: 15

WATER SPEED: 18

SIGHT RADIUS: 15

SIZE: 8

SPECIAL ABILITIES:

LONER (HEAD)



Strategic Value: The Anaconda has a great many advantages working in its favor. It is the largest creature in the game that possesses an additional melee attack on a limb other than its head. It is amphibious, capable of land and water travel simply by virtue of its torso. And its head gives it the sensibilities of a Loner, granting it massive power when hunting alone. At high ranks, this creature's destructive power is incredible, mitigated only by its slow speed and very low defense.

Description: Anaconda (snake) is a common name for large South American snakes of the boa family. Anacondas are among the largest and most powerful snakes in the world. The common anaconda is the longest snake in the western hemisphere and the heaviest snake in the world; a large adult may be 6 m (20 ft) long and weigh 107 kg (235 lb). Anacondas kill their prey by constriction or squeezing. The common anaconda inhabits the river systems of northern and Amazonian South America east of the Andes. Female anacondas give birth to living young.

BEHEMOTH

TYPE: INSECT

CLIMATE: WHEREVER IT PLEASES

RESEARCH LEVEL: V

MELEE DAMAGE: 22

HEALTH: 500

DEFENSE: 79

SPEED: 20

SIGHT RADIUS: 40

SIZE: 10

SPECIAL ABILITIES:

HOVERING (TORSO)



Strategic Value: This legendary beast had existed only in speculation thus far, and has been given form by Dr. Ganglion as the perfect Sigma weapon. Possessing speed, defense, health, power, and the ability to fly limited distances, it is truly the most powerful animal in (or, depending on your perspective, not in) existence.

Description: “Behold now Behemoth, which I made with thee... his strength in his loins, his force in the navel of his belly... the sinews of his stones are wrapped together... his bones strong pieces of brass; his bones like bars of iron... Surely the mountains bring him forth food, where all the beasts of the field play... he drinketh up a river, and hasteth not: he trusteth that he can draw up Jordan into his mouth. He taketh it with his eyes: his nose pierceth through snares.”
-Job 40: 15-24

BLACK WIDOW SPIDER

TYPE: ARACHNID

CLIMATE: VARIABLE

RESEARCH LEVEL: IV

MELEE DAMAGE: 5

HEALTH: 20

DEFENSE: 18

SPEED: 30

SIGHT RADIUS: 25

SIZE: 1

SPECIAL ABILITIES:

LONER (HEAD)

POISON (HEAD)

WEB THROWING (TAIL)



Strategic Value: This tiny, deadly spider would be of very limited use all by itself, but when combined with larger animals grants several spectacular abilities. It has a vicious toxic bite that grows very strong when combined with larger animals, and its head possesses a Loner mentality that amplifies its power immensely when it hunts alone. When this is combined with its paralyzing Web-Throwing ability, it can control fights with multiple opponents and come out on top.

Description: Black Widow Spider, common name for any of several related long-legged, smooth-bodied spiders, chiefly inhabiting the Tropics, but also common in the southern United States and found as far north as Canada. They spin irregular webs in crevices and other dark, protected spots. The fully-grown female of the familiar North American species is about 1.2 cm (about 0.5 in) long and is jet black, with an hourglass-shaped red mark on the underside of the abdomen. Males are rarely seen and are harmless. Contrary to popular belief, the female black widow spider does not kill her partner after mating. The female's venom, a neurotoxin, is poisonous to humans and her bite is characterized by local pain and swelling, nausea, and difficulty in breathing and is sometimes fatal.

BOMBARDIER BEETLE

TYPE: INSECT
CLIMATE: TROPICAL

RESEARCH LEVEL: II

MELEE DAMAGE: 1

HEALTH: 36

DEFENSE: 22

SPEED: 24

SIGHT RADIUS: 40

SIZE: 1

SPECIAL ABILITIES:

HOVERING (TORSO)

CHEMICAL SPRAY (TAIL)



Strategic Value: This creature relies upon teamwork to be effective, but is devastatingly powerful when this is done correctly. Possessing the Chemical Spray ability, it can bombard enemy units and structures from huge distances away- but only if it knows where those units and structures are. Thus, other units are necessary to 'spot' targets for the Bombardier Beetle. Once a team of Bombardier Beetles has a target, though, the enemy will never know what hit them.

Description: Bombardier Beetle, common name for any member of a closely related group of gregarious and predatory ground beetles that have the ability to eject from the anus a glandular fluid that vaporizes with a popping sound when it hits the air, blinding the victim and confusing it with the noise. The sprays, which are used in defense, can be as hot as boiling water. The beetles' bodies are flattened and oval. One common American species is 1.3 cm (0.5 in) long; some are larger. Bombardier beetles spend most of the year in aggregations under rocks, hunting at night for small insects and caterpillars. In the spring they disperse for mating and egg laying. The fertilized female inserts each egg into a ball of mud and attaches it to a twig or rock. In a few days a larva hatches that usually goes through three instars (molting stages) before pupation. The adult that emerges is attracted to a community of bombardier beetles by odors sensed through its antennae.

COCKROACH

TYPE: INSECT
CLIMATE: JUST ABOUT ALL OF THEM

RESEARCH LEVEL: IV

MELEE DAMAGE: 2

HEALTH: 23

DEFENSE: 39

SPEED: 30

SIGHT RADIUS: 25

SIZE: 1

SPECIAL ABILITIES:

PLAGUE (HEAD)

HOVERING (TORSO)

DEFILE LAND (BACK LEGS)



Strategic Value: The notoriously disgusting Cockroach provides a versatile source for several chemical-based attacks, and the resilience and speed needed to successfully deliver them. Though weak in direct combat, its abilities to deliver Plague to weak enemies and to set traps for larger enemies by Defiling Land make it a versatile and dangerous unit when properly managed.

Description: Cockroach, common name for an order of insects, the most familiar of which are characterized by their oval shape, foul odor, and their status as household pests. About 4000 species are known worldwide; most inhabit the warm tropical regions of the globe. About 25 species have attained worldwide distribution due to accidental transport in commerce and their affinity for human habitation. Cockroaches are an ancient group, having changed little in appearance in 320 million years. Cockroaches in general are flat and oval in outline. Cockroaches may be winged or wingless, but even winged species do not always fly. Adults range from 1 mm (0.04 in) to more than 9 cm (3.6 in) in length. They are sensitive to light; most species prefer darkness, being largely nocturnal.

CONDOR

TYPE: BIRD
CLIMATE: MOUNTAINS

RESEARCH LEVEL: IV

MELEE DAMAGE: 11

HEALTH: 290

DEFENSE: 31

SPEED: 26

SIGHT RADIUS: 40

SIZE: 6

SPECIAL ABILITIES:

FLIGHT (WINGS)



Strategic Value: The Condor is the largest and hardest flying creature in the game. It lacks unique special abilities, but it doesn't need them- use it to amplify the power of smaller ground-based creatures and give them flight at the same time.

Description: Condors are among the largest living flying birds with a wingspan of 3.2m (about 10.5 ft) and a weight often exceeding 14kg (31 lb). Condors have sooty-black body plumage and a large white area in the wing. The naked head of the condor is often a dull red, and the males have a prominent fleshy comb on the forehead. A fluffy white ruff encircles the lower neck. Condors lay their single eggs on rock ledges or on cave floors. The young develop slowly, beginning to fly at about six months of age. Both species feed almost entirely on carrion; the Andean condor may occasionally attack wounded or newborn animals. Condors range from California to the Strait of Magellan on the southern tip of South America.

FIREFLY

TYPE: INSECT
CLIMATE: PLAINS

RESEARCH LEVEL: III

MELEE DAMAGE: 2

HEALTH: 18

DEFENSE: 81

SPEED: 30

SIGHT RADIUS: 30

SIZE: 1

SPECIAL ABILITIES:

FLASH (TAIL)

FLIGHT (WINGS)



Strategic Value: Fireflies are the sole bearer of the Flash ability, and they have the durability to see that it gets delivered to the enemy. With an incredible defense granted by their beetle-like carapaces, they can enter a fray and blind all units there, friend and foe alike, reducing combat to a pure melee. Which, if your army is built accordingly, can be a spectacular advantage.

Description: Firefly, also lightning bug, common name for any of a large family of luminescent beetles. There are about 1100 species found throughout tropical and temperate regions. Adult fireflies are elongate, relatively soft-bodied beetles up to 2.5 cm (up to 1 in) long. The common North American species are about 1 cm (about 0.4 in) long. They are dark colored but may have yellow or orange markings. Luminescent glands are located on the undersides of the rear abdominal segments (see Bioluminescence). Both sexes usually fly, and they emit intermittent light signals to attract mates or prey. They are often seen in meadows on late spring and summer nights. The larvae of fireflies are active, ground-dwelling predators. The larvae of some species are also luminescent and are called glowworms, a term also applied to phengodid beetles, a closely related family.

GARDEN SPIDER

TYPE: ARACHNID
CLIMATE: VARIABLE

RESEARCH LEVEL: III

MELEE DAMAGE: 6

HEALTH: 27

DEFENSE: 15

SPEED: 28

SIGHT RADIUS: 25

SIZE: 1

SPECIAL ABILITIES:

WEB THROWING (TAIL)



Strategic Value: Garden Spiders are capable of weaving incredibly strong webbing, and in your army, they can throw this webbing to completely paralyze large groups of enemies. Since their venom is not particularly strong, they rely on the brute strength of their mandibles to tear apart their foes. As tiny spiders, this doesn't really do much to your advantage. Combined with larger creatures, however, they can be very fearsome.

Description: Garden spiders belong to the family Araneidae, a group of 2,500 different species of spiders that weave orb, or circular, webs. Marked with varying shades of brown, garden spiders have a distinctive white cross on their abdomens, and some people refer to them as cross spiders. They are found throughout the continental United States, Canada, and Mexico. Like most orb weavers, a garden spider typically sits upside down in the middle of the orb web, placing its eight feet on the threads radiating out from the center of the web. The feet act as sensors, picking up vibrations when prey enters the web.

GIANT ANTEATER

TYPE: MYRMECOPHAGIDAE
CLIMATE: SAVANNAH/SWAMPLAND

RESEARCH LEVEL: IV

MELEE DAMAGE: 10

RANGE DAMAGE: 12

HEALTH: 148

DEFENSE: 19

SPEED: 25

SIGHT RADIUS: 20

SIZE: 4

SPECIAL ABILITIES:

DIGGING (FRONT LEGS)

LONER (HEAD)



Strategic Value: Aside from the whales, the Giant Anteater is the largest creature that possesses a ranged attack. Their ability to burrow into the ground with their claws couples with this to make them an excellent ambush unit.

Description: The Giant Anteater, is an insect-eating mammals common to Mexico, Central America, and South America, having a long head with a long, tubular mouth and long tongue, but no teeth. The giant anteater, weighing up to 39 kg (86 lb), lives in forests and swampy areas and on open plains and is mainly diurnal. The front claws, used to tear open termite mounds and for defense, are so long that they are tucked under, and the animal walks on its knuckles. The long tongue flicks rapidly in and out of the small mouth opening, scooping up termites or other insects on its sticky surface. This species is also characterized by its solitary habits.

HERCULES BEETLE

TYPE: INSECT
CLIMATE: TROPICAL

RESEARCH LEVEL: II

MELEE DAMAGE: 9

HEALTH: 89

DEFENSE: 55

SPEED: 16

SIGHT RADIUS: 25

SIZE: 2

SPECIAL ABILITIES:

HOVERING (TORSO)

BARRIER DESTROY (HEAD)

DEFLECTION ARMOR (TORSO)



Strategic Value: The Hercules Beetle possesses Deflection Armor, which will randomly reflect creature-based ranged (but not artillery) attacks back at attackers. This can make them deadly against crowds of range-attacking units that would otherwise demolish melee creatures. Their ability to Hover quickly into bases combined with the Barrier Destroy bonus on their head makes them very dangerous to enemy structures, as well.

Description: Beetle, common name for any member of an order of insects, the most prominent characteristic of which are the elytra, the hardened, sheathlike front wings, which usually cover the entire abdomen when the insect is not in flight. In some beetles, such as the rove beetles, the elytra are short, covering only a portion of the abdomen. Some beetles are wingless. Beetles vary greatly in size. The largest is the Hercules beetle, which grows to 16 cm (up to 6.3 in) in length. Other species may be less than 0.1 cm (less than 0.04 in) long. Although they also vary greatly in form, their basic anatomical structures are similar

SHIELD BUG

TYPE: INSECT
CLIMATE: PLAINS

RESEARCH LEVEL: II

MELEE DAMAGE: 2

HEALTH: 25

DEFENSE: 50

SPEED: 21

SIGHT RADIUS: 25

SIZE: 1

SPECIAL ABILITIES:

DEFLECTION ARMOR (TORSO)

STINK CLOUD (TAIL)

IMMUNITY (INHERENT)



Strategic Value: Shield Bugs are quite possibly the most defensive unit in the game, ability-wise. Their Stink Cloud and Deflection Armor abilities make them nearly invulnerable against ranged attacks, and their Immunity protects them from a number of special abilities. Add an above average defense score, and you have a very hard to kill bug. Their offense, though, is terrible. Make up for this by combining them with something vicious.

Description: Some bugs secrete a substance characteristically pungent, penetrating, and often having a disagreeable smell. Members of the shield-bug families have a particularly bad odor. Shield bugs are also characterized by their often-bright colors, and the shield-like development of their scutellum, a hard, triangular plate that covers their backs.

TARANTULA

TYPE: ARACHNID

CLIMATE: TROPICAL

RESEARCH LEVEL: II

MELEE DAMAGE: 11

HEALTH: 65

DEFENSE: 15

SPEED: 25

SIGHT RADIUS: 20

SIZE: 2

SPECIAL ABILITIES:

DISORIENTING BARBS (TAIL)



Strategic Value: A strong melee unit for its size, the Tarantula is an effective unit at low ranks for this reason alone. However, it also has the Disorienting Barbs ability, which eliminates the bonuses that enemy units get from Pack Hunter and Herding. Mixing a few creatures with Tarantula tails into your army can have a significant effect on the battle against units equipped with pack and herd.

Description: Tarantula, name applied to a species of European wolf spider (see Spider), whose bite is not dangerous. The name is generally applied in the United States to the so-called American tarantulas. These are large, hairy spiders occurring in the southwestern United States, Central America, South America, and other New World tropical regions. They feed on insects and a variety of small animals. A large species of this group has a bite that is painful but never, so far as accurate records show, fatal to humans. New World species of tarantulas can rub urticating hairs off of their abdomens, releasing an irritating and blinding cloud of fine, barbed hairs.

TERMITE

TYPE: INSECT
CLIMATE: PLAINS/SAVANNAH

RESEARCH LEVEL: II

MELEE DAMAGE: 5

HEALTH: 22

DEFENSE: 15

SPEED: 20

SIGHT RADIUS: 25

SIZE: 1

SPECIAL ABILITIES:

INFEST (HEAD)



Strategic Value: Termites are lacking in durability, with low health and defensive abilities. However, they have a powerful bite which can complement larger creatures very well, and with that bite comes the option to use its Infest ability- sacrificing the unit to deal as much as 2000 damage to a building over a period of time. As such, they make excellent melee units for base raiding, using their Infest ability when near death.

Description: Termite, common name for numerous species of social insects that can damage wooden structures such as furniture or houses. Of about 2000 known species, most are distributed in tropical countries and some inhabit the temperate regions of North and South America; two have become established in southern Europe. Termites are known also as white ants, a misnomer based on superficial similarities in the appearance and habits of these two insect groups. Termites are relatively primitive; they have thick waists and soft bodies and undergo incomplete metamorphosis. Nevertheless, they have developed remarkable patterns of social behavior that are almost as elaborate as those of the ants, social bees, and wasps.

WALKING STICK

TYPE: INSECT
CLIMATE: TROPICAL

RESEARCH LEVEL: II

MELEE DAMAGE: 4

HEALTH: 112

DEFENSE: 19

SPEED: 24

SIGHT RADIUS: 20

SIZE: 2

SPECIAL ABILITIES:

REGENERATION (INHERENT)

CAMOUFLAGE (TAIL)



Strategic Value: Lacking the deadly bite of the Rattlesnake or the potent tongue of the Chameleon, the Walking Stick's advantage as a camouflaged and regenerating unit is its size and health. At lower ranks, as a size 2 creature, it can enable smaller creatures to be vicious and stealthy, while at higher levels, it's impressive health becomes apparent when combined with larger creatures.

Description: Walking Stick, also stick insect, common name for insect so named because it closely resembles a twig of the plants on which most species of Walking Sticks live. The insect's body is long and slender, the legs are also twiglike, and the wings are sometimes absent, sometimes rudimentary, and sometimes leaflike. Walking Sticks are found mostly in tropical climates, where some species are known to grow to a length exceeding 30 cm (12 in). Walking Sticks are real masters of mimicry and camouflage.

WASP

TYPE: INSECT
CLIMATE: PLAINS/SAVANNAH

RESEARCH LEVEL: IV

MELEE DAMAGE: 4

HEALTH: 18

DEFENSE: 25

SPEED: 35

SIGHT RADIUS: 25

SIZE: 1

SPECIAL ABILITIES:

ASSASSINATE (TAIL)

POISON (TAIL)

FLIGHT (WINGS)



Strategic Value: Similar to the Hornet but weaker in general combat, the Wasp boasts the unique Assassinate ability. This ability uses a full endurance bar to deal 40% of a target's maximum health in damage, regardless of its health or defense- 3 stings will kill any unit. This ability makes the Wasp an excellent emergency unit to have on hand, as it can be used to eliminate Loners, high-defense creatures, spotters, and other units that your army may not have accounted for.

Description: Wasp, common name applied to most species of hymenopteran insects, except bees and ants. Insects known as wasps include parasitic wasps, and the stinging wasps, which are the best known. About 75,000 species of wasps are known, most of them parasitic. Common parasitic wasps include the Spider Wasp, common name for any of a family of wasps that hunt spiders to feed their young. A spider wasp quickly subdues the spider it preys on. The wasp's sting affects the spider's central nervous system, paralyzing but not killing the spider. Often the spider is too large to carry in flight and the wasp must drag it to the nest. Some species bite off the spider's legs to make it easier to drag and may drink blood that leaks from the wounds. The wasp lays an egg on the paralyzed spider, which is eventually eaten by the wasp's larva.

NEW ABILITIES!

In keeping with the nature of advancements in the field of Mad Science, Rex recently improved the Sigma Technology's ability to reproduce the talents and skills of Combined Creatures when he tried to use the heat-exhaust vent on a creature chamber to make some hot cocoa. One cloud of chocolaty steam, a melted mug seeping through the grillwork, and several requisite showers of sparks and arcing electricity later, and the creature chamber was generating Sigma Creatures as before, but with new traits and powers that Rex and Lucy had never seen before...

LONER

Wolves run in a pack, Oxen move in a herd, but there are some creatures that just want to be left alone, and these are indicated with the Loner ability. It's an expensive talent, costing a great deal of electricity to purchase any creature bearing this trait, and it takes a Creature Chamber much longer to construct them than to construct other Sigma Creatures... but when a Loner gets out into combat by himself, his attack and defense power are amplified several times over, giving him the ability to strike down entire squads of enemies single-handedly.

LONER can be found on the following creatures:

- Anacondas
- Black Widow Spiders
- Giant Anteaters
- Panthers



HOVERING

With the embarrassing exception of the penguin, birds are typically known for flying. So are a number of the world's insect species. Some insects, however, are known for having the ability to fly for only very limited distances, exerting themselves a great deal in order to do so. These creatures are noted with the Hovering Ability: any land or seafaring Sigma Creature possessing this ability can exchange a portion of their endurance to take to the air and quickly buzz to a nearby location, where they'll again land. The applications for escaping from ambushes, jumping over swamps and cliffs into bases, or just cutting down travel time, are limitless.



HOVERING can be found on the following creatures:

- Behemoths
- Bombardier Beetles
- Cockroaches
- Hercules Beetles

WEB THROWING

Spiders are legendary for their ability to construct their own homes from sticky threads produced from their abdomen. Once a spider becomes the size of a typical apartment building, though, the integrity of these strands just aren't quite enough to support their weight. But when it comes to tying up the opposition in a mass of webbing, they do just fine! Web Throwing units can exchange a large portion of endurance to completely paralyze a group of enemies for several seconds. In fact, they're so good at it, they won't even hit friendly units caught in the area of effect. Use this talent to divide and conquer enemy armies.

WEB THROWING can be found on the following creatures:

- Black Widow Spiders
- Garden Spiders





CHEMICAL SPRAY

Bombardier Beetles, about the size of a quarter, have the ability to spray boiling hot chemicals from their abdomen at attackers with explosive force. Once these beetles become Sigma-Sized, their ability to propel these chemicals becomes... noteworthy. The Chemical Spray ability of the Bombardier Beetle is similar to the Water Spit or Rock Throwing artillery attacks of other creatures, with the difference that Bombardier Beetles can fire these explosive chemicals many, many times farther. With a spotter in your army giving you a line of sight to your target, Bombardier Beetles can safely shell targets from miles away.

CHEMICAL SPRAY can be found on the following creatures:

- Bombardier Beetles

DEFILE LAND

If you're going to keep an army of giant mutant animals, you better have a king-sized litter box. Unless some of those animals actually have a practical purpose for the mess that they make... which is the case with creatures possessing the Defile Land ability. Using this ability causes a creature's endurance to drain to zero, and while it's draining, the creature will leave a camouflaged trail of toxic filth wherever they move. Only units with Keen Sense can see the filth. Non-immune creatures that step in this filth will suffer devastating effects from the noxious gasses and chemicals in the filth. That goes for your own units too, though- so watch your step!



DEFILE LAND can be found on the following creatures:

- Cockroaches
- Bats

FLASH

Fireflies are nice enough to look at on a warm summer's evening while sipping a glass of lemonade, on the condition that said fireflies don't weigh more than, say, 50 kilograms. If they do, then they likely came out of a Sigma Chamber, and when they start to glow (as Fireflies are known to do), it'll be their Flash ability... a talent which drains a large portion of the Firefly's endurance and blinds all creatures, friend and foe alike, in a broad area around it for a limited time. Blinded creatures cannot use ranged attacks. So it's probably best not to use this ability among your own range-attacking creatures. Among your heavy Melee creatures, though...



FLASH can be found on the following creatures:

- Fireflies

DISORIENTING BARBS

A number of Sigma Creatures must keep their wits about them if they want to exercise their natural abilities... particularly Pack Hunters, and Herding creatures, who gain significant attack and defense bonuses from these abilities. But some of your new creatures throw a wrench into this equation- creatures who react whenever they take damage by firing a cloud of Disorienting Barbs from their tail, barbs which irritate the eyes, nostrils, and ears of creatures that are struck by them. Creatures thus affected lose their bonuses from Pack Hunting and Herding... which is usually enough to throw a battle well into your favor.

DISORIENTING BARBS can be found on the following creatures:

- Tarantulas
- Porcupines



DEFLECTION ARMOR

Ever notice how nice and smooth and shiny the shells are on some bugs? No? Maybe I just have too much time on my hands. Well, take my word for it... certain insects have hardened carapaces so very even and polished that they've been used for jewelry. The bugs in your army with carapaces like this have the benefit of Deflection Armor as well- an ability that randomly will reflect ranged (but

not artillery) attacks back at enemies who strike them. Porcupines, Eels, and Anything With A Huge Tongue, beware: you'll be in for a world of hurt if you try to spike, zap, or... um... lick... these tough bugs.



DEFLECTION ARMOR can be found on the following creatures:

- Hercules Beetles
- Shield Bugs

INFEST

Everybody knows what a Termite is. Everybody knows that if Termites are in a building, that building isn't going to be around for very much longer, because there's nothing Termites love more than a delicious building. And now, lo and behold, you can command massive Sigma Creatures with Termite heads bearing the Infest ability- a talent that, when used, causes the creature to burrow inside an enemy structure, never to be seen again, and causes the structure to begin collapsing, taking huge amounts of damage over a period of time. Once a building is Infested, there's not much your opponent can do except hope he can repair it faster than it collapses.

INFEST can be found on the following creatures:

- Termites



ASSASSINATE

In the elaborate mish-mash of Rock-Paper-Scissors-Walrus-Rattlesnake relationships that comprise the battles among Sigma Creatures, there's always the chance that your opponent will find a unit that boasts an advantage that your army doesn't have an effective method of dealing with. What's to be done? Send out your Wasps, with their Assassinate ability- a talent that exchanges a large portion of your creature's endurance for the ability to deal 40% of the target's maximum life in damage. It's an excellent way to deal with high hitpoint, high defense enemies, and is likely the one thing that Loner creatures fear more than anything else... nothing can survive three wasp stings.

ASSASSINATE can be found on the following creatures:

- Wasps



NEW TECHNOLOGY!

New animals alone do not a Mad Scientist make. As any professor knows, Infernal Contraption Development 101 is a required course for all Mad Science majors. Happily, you'll find the makeshift structures and machines that typically comprise your base are now outfitted with all manner of new electrically-powered functions. Whether your victory cry is "My Creation, It's Alive!!!" or "Fools, I'll Destroy Them All!!!", you're bound to find a few new heavy-iron switches to your liking...

SONIC BOOM

Located at: Soundbeam Towers.

Prerequisite: Defensive Tower Upgrade.

Cost: 1000 Electricity

The Soundbeam Towers work well in theory... they whittle away at the inner ears of Sigma Creatures that get too close, and slow them down in the process. But bigger creatures tend to just disregard the noise, and as battles drag on, most find that these defensive structures just don't carry their own weight once swarmed by large, thick-skinned beasts.

So what's to be done? Make'em louder, of course! Although the Soundbeam Towers can't sustain a continual barrage of sound any louder than they already produce, they can be pumped up with a heavy amount of electrical amperage to release a single, massive, incredibly powerful Sonic Boom, dealing several hundred damage to every enemy creature in a wide radius around it. Each Soundbeam tower needs to cool-down for a small bit of time before launching another Sonic Boom, and the electricity cost is very high... so save this ability for emergencies.





AIR BURST

Located at: Anti-Air Towers.

Prerequisite: Defensive Tower Upgrade.

Cost: 1000 Electricity

Lucy Willing has developed what shall later be known as “The Grandfather Of The Conventional Drying Machine”... a static electricity generator! Every so often, you can now pump a little extra electricity into your Anti-Air Towers to unleash a cloud of static discharge high in the air, shocking and heavily damaging all enemy flying creatures in a wide area around the Tower.

LAB DEFENSE

Located at: Lab.

Prerequisite: Lab Defense Upgrade.

Cost: 500 Electricity to initiate, continual electricity drain while active.

As your base of operations and the sole structure whose loss immediately indicates your defeat in a battle, defending your Lab when it falls under attack is always your highest priority. To this end, via an elaborate combination of uranium, magnetic coils, and mutant hamsters hopped up on caffeine, it is now possible to generate a nearly impenetrable electric field around your Lab. All conventional attacks will barely scratch the surface of your Lab while this shield is up. The downside is that it requires a continual electrical current, and it heats up the iron plates of the Lab while running... so even if you have a spectacular amount of electricity to spare, you can't keep it running forever, and will need to shut it off to cool the Lab every so often.



UNIONIZED WORKSHOPS

Located at: Lab and Workshops.

Prerequisite: None.

Cost: None.

Finally realizing that the effort of swimming four consecutive miles to get to remote Workshop locations on Bikini Atoll was a bit more trouble than it's worth, it's been arranged with the Sigma Henchmen Labor Organization's New-Growth Subsystem to have Henchman that are hired from the lab immediately transported to and begin work from any remote Workshop of your choosing. To take advantage of this arrangement, simply place the Lab Rally Point directly on top of any Workshop. All Henchmen you hire while the Rally Point is on the Workshop will appear at that Workshop instead of the Lab. Workshops themselves have Rally Points now as well, so you can be sure that Henchmen who report for work there are immediately put on the job! (Rally Points can now be set simply by selecting any structure with a Rally Point, and then right-clicking the location you with the Rally Point to be placed.)



MATTER/ENERGY CONVERSION

Located at: Workshops.

Prerequisite: None.

Cost: 50 or 500 of either Coal or Electricity.

$E=MC(2)?$ Einstein doesn't know what he's talking about, he was just trying to sell a bomb. The true scientists know that Energy and Matter, when converted back and forth, yield 50% of their original value in their new form- i.e., 50 Coal can be converted into 15 Electricity, or 50 Electricity can be converted into 15 Coal. And you don't need fancy-schmancy reactors and particle accelerators to initiate the conversion, you just need a good old-fashioned coal-miner's Workshop. Click the proper button to transform 50 or 500 of a resource into 15 or 150 of the other resource, and manage accordingly!



JUMBOJYRO™ CRATES

Located at: Gyrocopter.

Prerequisite: None.

Cost: None.

The cost of building Gyrocopters has gone up, but there's good reason- they're now outfitted with new JumboJyro™ Crate technology! What is JumboJyro™ Crate technology, you ask? Well, it's... um, technically, it's... it's a bigger box. But hey, if you don't think that's worth the extra resources, just wait until your opponent flies into your base and dumps as many as 12 Sigma Creatures on top of your lab. That's right, 12... of any size! Now how much would you pay? Well, likely less than you would if it came with parachutes... if your Gyrocopter is destroyed while carrying any creatures inside, don't count on them landing softly.

To load multiple creatures into the Gyrocopter, select them and then right-click on the Gyrocopter. To unload them individually, click their icon in the Gyrocopter interface, then left-click where you want that creature dropped. To unload all creatures, select the Unload icon from the Gyrocopter, then left-click where you want the creatures unloaded.

NEW MAPS!

The few locales that Rex and Lucy visited while en route to their Date With Destiny (or Upton Julius, if you prefer) only scratched the surface of the many unique landforms that comprise the Isla Varietas island chain. They steered completely clear of the southwestern islands which, as it turns out, because of their proximity to the equator and continual precipitation, resemble humid Swamplands.

Though such conditions won't drive up their real-estate value anytime soon, they make for a completely new experience in warfare among your Sigma Creatures. Stop by, admire the scenery, wreak some havoc! Remember, a little swampwater never hurt anyone- though the giant Anaconda-Dragonflies might...

FOOTBALL POOL

It's time for the big game, and my money is on the guy with the small amphibious creatures- they'll be light enough to not get stuck in the quagmire all along the inner rim of the pool, and they'll be able to shortcut across the water in the center towards the enemy base as well. It's a small map, and there's no way out unless you can fly! Uh. Which I suppose you can, with your Gyrocopter. But hey, if you didn't want a fight, you wouldn't have come here in the first place!





GOOD FENCES

...But good for who? Land-borne creatures are going to have a hard time getting in and out of people's bases on this series of muddy islands and waterfalls. Mountains, cliffsides, pools and swampland abound here, giving combatants plenty of defensible positions to fortify if they're so inclined, but they'll have a hard time guessing which direction a flying army of Sigma Creatures may come from- so have a good air force handy when you plan to take the offensive, and that includes your Gyrocopter- no sane Henchman's gonna climb up to those mountaintop Geysers!

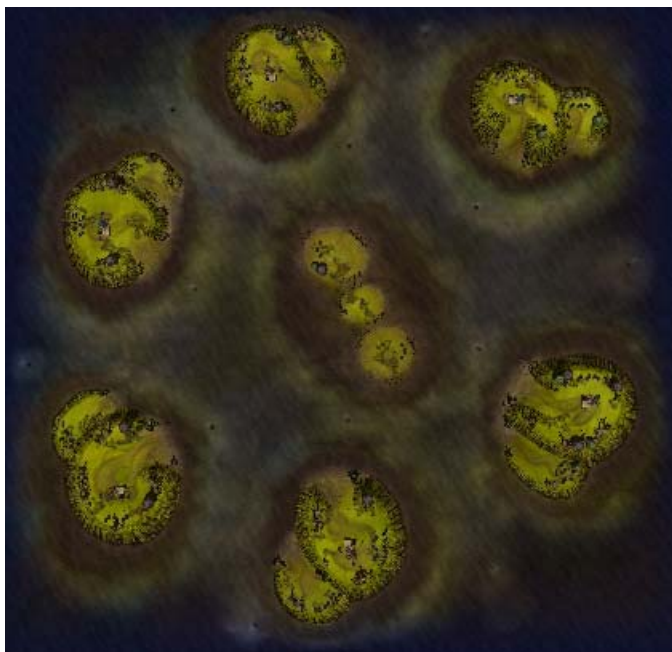
OHKAYE BAYOU

Here's a spot with a bit more legroom. Those combined Behemoth creatures you made finally won't get trapped by the mud that's everywhere- they just have to be careful to walk around it. Seafaring creatures have a wide berth of water around the edge and several inlets to move near the shore should they like. And you budding young Sigma Scientists who prefer the quicker, lightweight creatures can just consider yourselves to have lots of shortcuts available through the mires! Yes sir, there's something for everyone here... if it's Ohkaye Bayou, it's okay by me!



DELTA BLUES

How could a swamp this green have the blues this bad? You're going to need a sharp eye to navigate this mess of watery channels and quagmires. It's a challenge to tell where the swamp ends and the water begins, but even if you can make it out, it's a sure thing that amphibious units are going to rule the day, since they don't much care one way or the other. There are enemies all about, though, and aside from the sticky muck surrounding each island, little in the way of natural defenses. Mobility is going to be your best friend. To that end, we find it best to add a few airborne units to your army for this map- at Delta, we loves us some flyin'.



WETLANDS

Here in the Wetlands, most of the swamp has eroded away beneath the ocean's surface. If you're a specialist with naval creatures, this is good news- swimming creatures have almost limitless area to move around here, lacking only the ability to climb up onto the island bases themselves. A few amphibians and fliers can fill that role, though, while your inexpensive sea units escort them there and guard the perimeter of your own island. Whoever said you needed legs to have a good time in Impossible Creatures is likely just a warm-blooded mammal who let this whole 'evolution' thing go to his head!

BIG BOG

The Labs here in the Bog are really a bit too close for comfort... luckily, you've got massive cliffs separating them on one side, and unpleasant swampland on the other. There's little to no room for amphibians and seafaring creatures here, the proliferation of cliffs and plateaus make it so the fastest route to any location is As The Crow Flies. Or, in the absense of crows, Raven-Whale Sigma Creatures. Use wings, your Gyrocopter, and Hovering creatures to your full advantage here, and if something has to walk, make sure it's small!

