



QUICK START GUIDE

What is this?

Ashes of the Singularity is a new real-time strategy game set in the far future that redefines the possibilities of RTS with the unbelievable scale provided by Oxide Games' ground-breaking Nitrous engine.

The Premise

The year is 2178. The technological singularity has arrived and Humans have become so powerful that they individually control entire planets. The ultimate resource that these Post-Humans desire is called Turinium and few planets are suitable to be converted into it. Conflict is inevitable.

You, the player, start out with a single Nexus and must command it to build Engineers. You must then construct factories, research upgrades, build metal and radioactive extractors, generate quanta to prepare for orbital strikes, and hone your defenses. Use your amassed resources to build aircraft, cruisers, dreadnoughts, and much more in order to capture the Turinium generators already seeded onto the planet while annihilating any opposition that may be trying to do the same.

The Basic Game Mechanics

If you've played Total Annihilation (or Supreme Commander) and Company of Heroes, then you will have no problem with Ashes of the Singularity.

Like Company of Heroes, the map is broken up into regions. Captured generators that are contiguous to your Nexus provide you with resources. Like Total Annihilation, resources are streamed in and out, meaning that resources are spent as the unit is built rather than paid for up-front.

Players interact with the map similarly to Sins of a Solar Empire through an empire tree and zooming in/out to see more of the map. Like Company of Heroes, there is a mini-map that focuses on showing where your control groups are and the types of regions that are on the map.

Before you Begin

Are your video drivers up to date? If the answer is NO, then get the latest drivers. If the answer is YES, but only because they stopped making new drivers for your card back in 2012, you won't be able to play this game.

Seriously, get the latest drivers. Both AMD and NVIDIA have released updated drivers that optimize for Ashes of the Singularity.

DirectX 11 vs. DirectX 12

Video drivers for DirectX 12 are still evolving. Use the Benchmark to see which works best for you. Generally, if you can use DirectX 12, do so.

For your first game, choose a 2 player map and change the AI to beginner.



Getting Started

The main menu will have a few options, but the ones you should focus on are:

- Ascendancy Wars
- Skirmish
- Multiplayer
- Tutorial
- Benchmark

Skirmish (Single Player Mode)

For your first game, choose a 2 player map and change the AI to "beginner".

NOTE ON AI: Don't assume that the AI cheats or is a pushover just because this is an RTS! Because it is a "multi-core AI", it calculates its strategy on multiple cores simultaneously and has been developed by people who take their AI very seriously. The AI team has lead development on games like Civilization IV and V, Galactic Civilizations, and Sins of a Solar Empire - in short, don't ruin your first game experience by assuming you will beat the AI easily. Start with beginner and work your way up.

AVOID RAGE QUITTING:

There is more than one option for victory in Ashes of the Singularity. The first is to destroy your opponent's Nexus, which, depending on skill level, can sometimes be both difficult and time consuming. To prevent games from dragging, there is another path to winning through capturing Turinium Generators. By controlling the majority, you will accumulate victory points. When you obtain the amount of points required for the map you're on, you have achieved 'critical mass' and will win the match! To prevent your opponent from beating you first, make sure you keep an eye on their Turinium levels on the right.

The 3 place-holder icons that are always present matter. As the beta progresses, this UI will get a lot better. For now:

1. Construction Options
2. Research Options
3. Ability Options



Into the Game

There are a lot of things about Ashes that might be intimidating to beginner. To help you get started, we've broken down the UI in the image on the right, key is below.

01. Empire Tree
02. Turinium Status Bar
03. Metal: Constructs units / buildings
04. Radioactives: Fuel for advanced units and buildings
05. Income, Current Supply / Max Supply
06. Estimated Player Might
07. Victory Points
08. Metal Deposit
09. Your Nexus
10. Nexus Active Modes
11. Nexus HP: If destroyed, you lose
12. Map





The Controls

Mouse

- LEFT-CLICK to select a unit.
- LEFT-DRAW to select several units.
- RIGHT-CLICK to send to a destination.
- RIGHT-DRAW to move the map. (The game will have options to change the bindings).
- SCROLL-WHEEL to zoom in and out. Holding down this button will let you rotate the map and holding the SHIFT key while doing it will let you change the camera pitch.

Keyboard

- F1 will select an idle engineer
- SHIFT will show all current orders and allow you to set up waypoints
- ALT will show the weapon range of your units
- CTRL and a number key will set up control groups. This is important because control groups are shown on the map.
- # keys. Once you set up a Control group, you can hit the number key to select that control group.
- TAB will allow you to tab into the next group of keyboard short-cuts for a selected unit or building.

Your First Moves

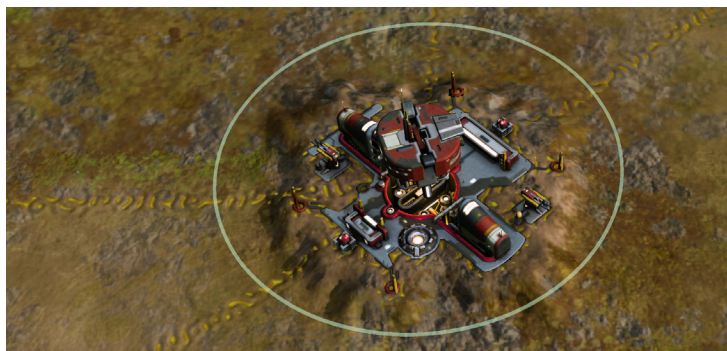
Select your Engineer

Order him to build a factory



Select your Nexus

Order it to build another Engineer. Engineers are your builders, but they can also capture resource points early in the game while the power generators lack creeps to defend them. Send your first Engineer to capture a region before the creeps spawn and use your second Engineer to build a factory when it spawns.



Keep an eye on your income

By building another Engineer and then a factory, you are consuming 22 metal per second, but only producing 5 metal per second. Keep an eye on your spending so that you don't ruin your economy! As you capture more points and generate more resources, you will have more spending room but will still have to be careful.





Start building metal extractors

Select one of your idle Engineers and build a metal extractor. There are always a few surrounding your Nexus at the start of a game. This is a great way to quickly double your income.



Have Engineers help with construction

When your other engineer is available, order them to speed up the factory production by right-clicking on your factory. This will help the factory produce units more quickly (with diminishing returns; 5% faster for the first engineer, 25% for the second, etc.). Alternatively, you can just build another factory, too! Build a Hermes (scout unit).



Capture Regions

As you build units, you can start to capture regions. Zoom your camera out a bit, pinpoint one you don't control, and order your units to take it.



You will run into creeps. These are neutral guardians that spawn at regions about a minute or so into the game. You don't need to send a massive army to take these points, but a lone Hermes unit isn't going to cut it. Make sure to build some more Hermes units or some Brutes and send them all out as a team.





Build a Quantum Relay

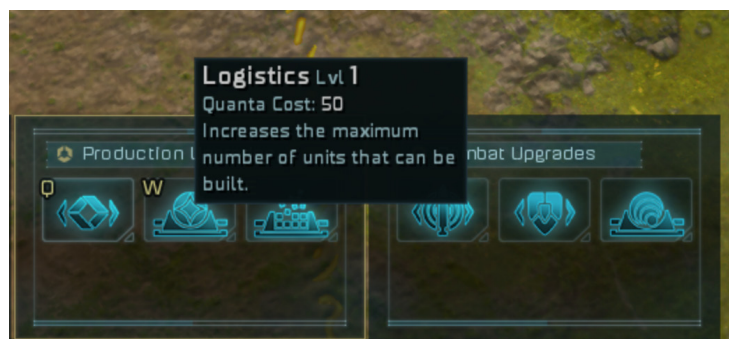
Once you have captured a few regions and started to generate some radioactives, build a Quantum Relay.



Quantum Relay produce Quanta.



You will need Quanta to level up your technology.



Logistics will increase the number of units you can have and must be researched by spending Quanta.

Know the Units and How to Use Them

This guide has been focusing on the Post-Human Coalition (PHC). here is a breakdown of their units and what they do:

- Hermes: Fast scout unit with radar. Expensive, but great way to grab regions fast.
- Brute: Tough little short-range unit, great for taking out other Frigates.
- Archer: More fragile but shoots rockets that are great against Cruisers.
- Medic: Heals nearby units.
- Artemis: Long-Range artillery.
- Zeus: Mass destroyer of Frigates.
- Apollo: Anti Air, Anti-Drone unit.
- Nemesis: Expensive, lethal sniper unit. Great against Dreadnoughts and Cruisers.
- Cronus: Massive Siege Dreadnought.
- Hyperion: Area control Dreadnought.
- Prometheus: Destroyer of other Dreadnoughts.
- Pan: Scout aircraft, provides wide range of visual and radar coverage.
- Fury: Air superiority fighter.
- Hades: Massive expensive bomber for destroying buildings.

You can also take these individual units and combine them to form a "Meta Unit". Once you do this, selecting one ship will select all of them within the unit and they will act together as an army.



Other Starting Tips

- Build Sensor Towers. Many units can strike beyond visual sight if they have radar contacts to hit.
- Build Defenses. Smarties are cheap and fire rockets that can defend an area from ground or air attacks. Sentinels are great for annihilating units, but are far more expensive. Falcon AAs will prevent swarms of Hades bombers from wiping out your base. When you can afford them, Drone Bays are excellent against large incursions of frigates.
- Seriously, keep an eye on the victory points. Victory points can sneak up on you if you're not paying attention.
- Look for flanking options. A region must be contiguous with the player's Nexus for it to receive resources. Make a note how the regions connect to each other and see if you can cut them off.

Minimum System Requirements

- 64-bit Windows 10 / 8.1 / 7
- Quad-core Intel / AMD Processor
- 6 GB RAM
- 2 GB GDDR5 NVidia GeForce 660 / AMD R7 360 or Equivalent
- DirectX 11
- Broadband Internet Connection
- 5 GB Available Space
- 1600x900 Display Resolution

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Developer: Oxide Games
Publisher: Stardock
Platform: Windows 7/8/10 (64-bit)
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Price: \$49.99

Learn more about
Ashes of the Singularity
Please visit the website:
www.ashesgame.com