

RELEASE/AUTUMN 2008

# Multiwinia

Sprite young things.

## VITAL STATISTICS

**Publisher** Introversion  
**Developer** Introversion  
**Genre** Real-Time Strategy **Web** Multiwinia.co.uk

## WHAT'S THE STORY?

Indie darling Introversion, of *Defcon* fame, revisits its classic *Tron*-inspired RTS title, *Darwinia*, expanding it to include online multiplayer. Will the vector charm of the artwork and disarming simplicity of the original weather another release three years on? We certainly hope so, because they're a lovable bunch.

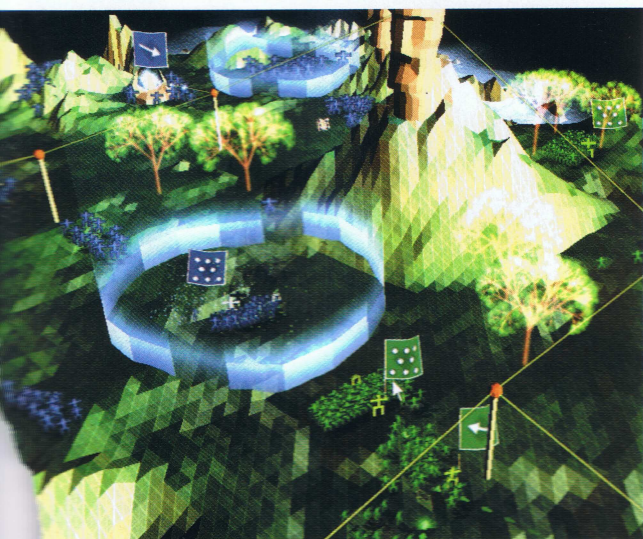
**B**efore *Darwinia* evolved into the indie classic it became, it was originally conceived as 'Future War'. The idea being instead of rendering a few characters in detail, a modern PC can render thousands of flat sprites, so allowing enormous battles. They couldn't make it all that fun play, though. *Multiwinia* is Introversion returning to the idea, after the multiplayer success of *Defcon*, to have another crack at it. And after playing preview code, things are looking hopeful.

It's a lot simpler than a traditional RTS. While you can have many, many units, they're primarily of a single type – the humble iconic Darwinian – who are ordered around en masse or guided by flag-bearing commanders. This more hands-on control and pace makes it a cross between *World in Conflict* and Nintendo console-RTS *Pikmin*.

There are six game modes: from straight domination deathmatches to capturing the statue (i.e. flag) to assaulting a heavily defended area, with the added complication of power-ups falling from the sky. The power-ups give you access to most of *Darwinia*'s specialist units, such as the grenade-tossing squad that's released for a destruction-wreaking minute. While there are AI opponents to face, the real challenge will be online. Even now, there's much more to love about *Multiwinia* than its wry subtitle 'Survival of the Flattest'. □

Kieran Gillen

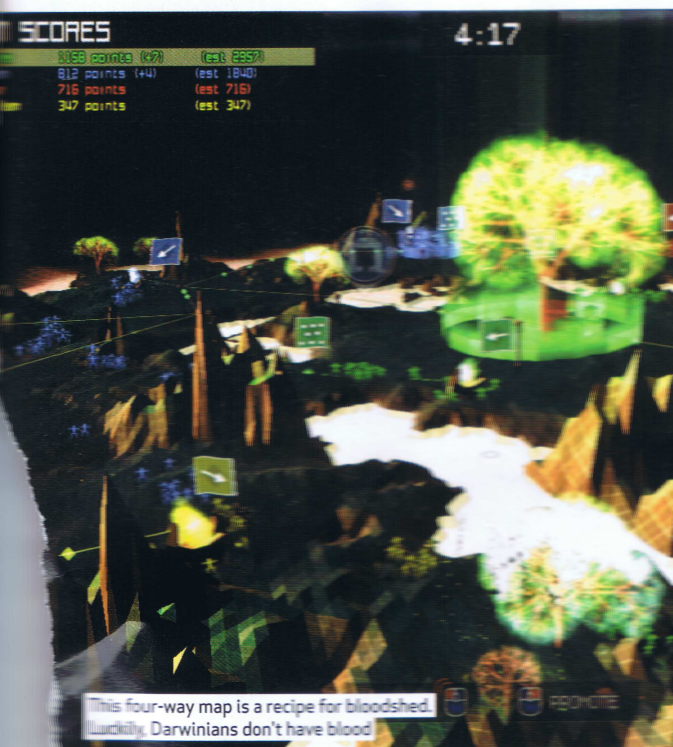
## BUZZMETER "Power house?"



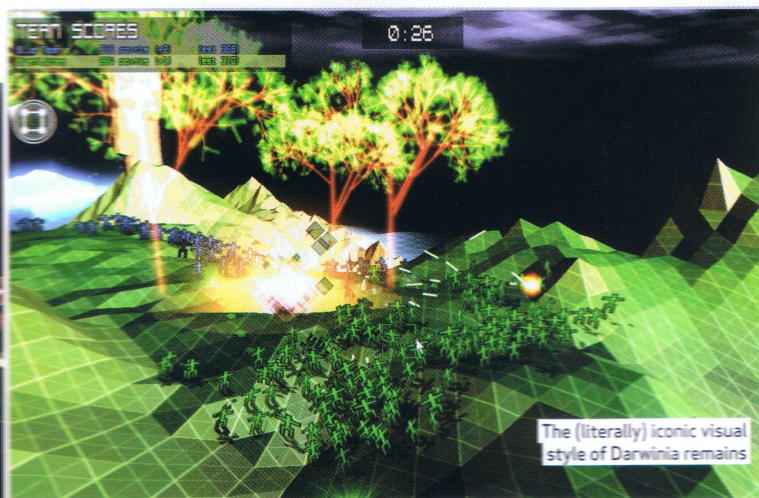
Above Blue versus Green, as nature intended



Above Turrets defend a generator while Darwinians nab the statue. They are strong little blighters



This four-way map is a recipe for bloodshed. Luckily, Darwinians don't have blood



The (literally) iconic visual style of *Darwinia* remains



Above The central data-tree can be ignited, like so. Messes up your formations terribly