

## basic units

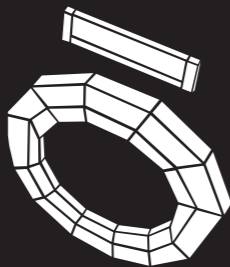
---



### Spawn Points

Build your Multiwinian army by capturing the various spawn points dotted around the map in order to create new Multiwinians.

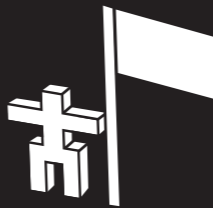
Spawn points can be won from your enemies. This can be done by killing their Multiwinians that are currently controlling the building, and then occupying them with your own. Spawn and conquer!



### Trunk Port

Trunk Ports are gateways to other parts of the Darwinian world.

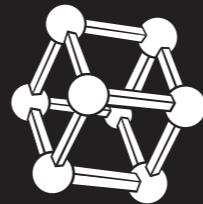
In some modes trunk ports are purely decorative. In others they can spawn Multiwinians at a regular rate to reinforce your army in Assault, Rocket Riot and Blitzkrieg.



### Officers

Elect one of your Multiwinians to role of officer by selecting him with the right mouse button.

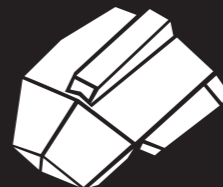
Officers can move your Multiwinians into formation mode to present a more formidable attacking force to the enemy. Officers can also order Multiwinians to move to a certain location.



### Crate power-ups

Capture the crates that randomly fall from the sky by surrounding the area with your Multiwinians in order to harness the special power-ups they contain!

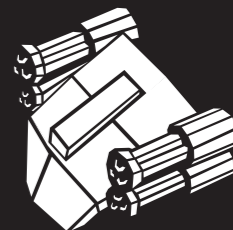
They could contain something useful to help you beat the enemy e.g. an Air Strike or Gun Turret. But be warned... they might also contain something unpredictably destructive...



### Armour

Use armour to transport up to 100 Multiwinians quickly and easily across the map. They are great for going across steep mountainous terrain with ease, and can go across water too!

Armours are vulnerable to attack and a severely damaged armour will start to flicker before being destroyed.



### Gun Turrets

Gun Turrets are stationary platforms that spit out a variety of deaths at the Multiwinians. They come in 3 flavours: Regular, Flame and Rocket.

While they vary in range and firing rate they are all a formidable force to be reckoned with.