

# Welcome to Dyadin!

The Dyadin Team would like to thank the following people for all of their help and support.

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# System Requirements

Dyadin requires the following hardware and software in order to function properly.

- Microsoft Windows XP/2000 (not tested on 98, Me or earlier versions)
- Pentium 4 or AMD Athlon processor 1.8 GHz or faster
- 256 MB RAM (512 MB recommended)
- 300 megabytes Hard Disk space
- CD-ROM drive
- 64 MB GeForce3 equivalent or higher 3D accelerator card (128 MB or higher recommended)
- Stereo Sound Card
- DirectX version 9.0b
- OpenGL 1.5
- 10/100 base-T Ethernet network card

# Setup

For the best Dyadin experience, please play this demo with two people using two networked PC's. They should be connected directly together via the supplied **crossover cable** (note: this is not a standard network cable) and each end of this cable should be plugged directly into a network interface card on two different computers. Please make sure that each PC has its own unique IP address and that each PC is using the same subnet mask. Contact your system administrator if you need help or see the troubleshooting section for more information.

1. **Insert the CD.** Navigate to your CD-ROM drive and double click on it. Double click on the Dyadin executable to start extracting files.
2. A window should appear, asking if you would like to extract all files. Click "Unzip". Please note that if you change the directory to something other than C:\ then these instructions won't help you!
3. After the game has been extracted, navigate to your C:\ drive and open the folder called "Dyadin."
4. Open the "Test" folder.
5. Inside the "Test" folder is a file named "IPserver.txt". Open this file in notepad.
6. Inside the "IPserver.txt" file you should see a series of numbers that look like this 192.168.1.1 This is the IP address of the OTHER machine

7. you are connecting to. Make sure to change this IP address to the OTHER IP address you set on the other computer.

*For example: PC #1 has been setup in windows with an IP address of 192.168.1.1. PC #1 should also have an “IPserver.txt” file that says 192.168.1.2. Likewise, PC#2 should be setup in windows with an IP of 192.168.1.2 and the “IPserver.txt” file should say 192.168.1.1 Please refer to the insert diagram for more assistance!*

8. **Remember to follow these steps for the other computer if you are playing with two computers networked together! Each machine needs a copy of the game, a unique IP address and an edited IPServer.txt file!**
9. Navigate back to the C:\Dyadin folder. Locate the shortcut labeled ‘Dyadin’ and double click on it. This should load the game.
10. Please refer to our troubleshooting section in case you run into any problems.
11. When the load screen appears, you will see three options. 1. **Server** 2. **Client** 3. **Single Machine Mode**
12. If you are playing with two computers networked together, follow the two steps below in order.
  - A. Choose one player to be the server. Have them press ‘1’ on their keyboard.  
The other player should now press ‘2’

- B. on their keyboard.
13. If you would like to play with two people at the same computer, then press '3'. Each player will have a set of controls on the keyboard to use. Please refer to the player controls section for more information.

## Story

Within the depths of space and time, two planets converge upon one another unexpectedly, throwing the laws of physics into chaotic motion. As the planets slip faster and faster towards one another, a violent phenomenon takes place. The worlds collide, but with such force and magnitude that both planets fuse with one another, creating a unique and strange place.

We find our characters trapped amongst the chaos, struggling to figure out the new laws of their once beloved home. For the first time, they discover each other's presence. They are in awe.

As they become more familiar with their surroundings, they find they have the power to affect their environment based on their proximity and color.

With these newly discovered powers, they set out to uncover the source of this destruction and hopefully the means to restore peace and order to their lives and home.

# Keyboard Controls

## **Network Game**

Move Left           – J key  
Move Right          – L key  
Move Forward       – I key  
Move Backwards    – K key  
Ping                 – Space Bar  
Exit Game          – Escape Key

## **Single Machine Mode**

### Player 1

Move Left           – J key  
Move Right          – L key  
Move Forward       – I key  
Move Backwards    – K key  
Ping                 – Space Bar

### Player 2

Move Left           – A key  
Move Right          – D key  
Move Forward       – W key  
Move Backwards    – S key  
Ping                 – Left Control

# Rules of the World

The Dyadin world is wrought with obstacles that can both help and hinder you. There are also rules for how players can interact with one another. The following is a pictorial guide of this world.

Player A: Metal and Industrial World



Player B: Stone and Organic World





## Player Objective:



Players must try and reach the exit to finish each level. This can only be accomplished if both players occupy the exit zone at the same time.

## The Colors:

There are three colors in the world of Dyadin. They are yellow, green, and blue. Each player can harmonize or become each of these colors by placing themselves within a certain distance of each other.

- Close together is yellow.



- Medium range is Green.



- Far away is Blue.

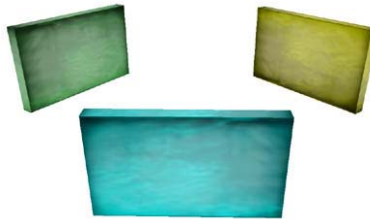


### **Ping:**



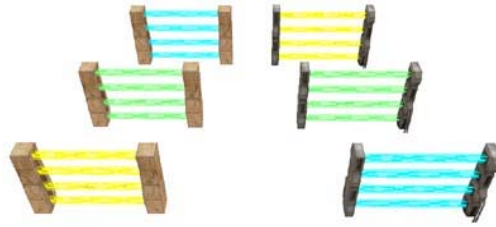
Characters can emit a ping from their bodies that affects the environment around them. These pings correspond to the same color as described above.

### **Glass walls:**



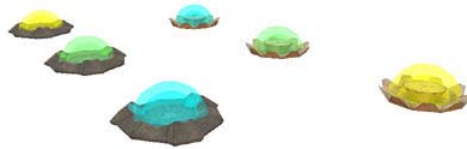
These glass walls can be affected by a ping of the same color. Once pinged, they will shatter.

### **Kill Zones:**



Kill zones will not kill you if you are the same color.

**Buttons:**



Buttons affect various parts of the level you are currently in. Step on them to activate them. Study their effects closely.

**Enemies:**



These enemies appear in both worlds and can be destroyed by a ping. They also appear as one of the 3 colors denoted above. They maliciously track your every move.

## Game Play Hints

### **The name of the game is collaboration!**

Often times, it is easier to verbally talk with the other player to get through a level than to rely on them reading your every move on screen. Be a leader and go for it!

### **Frustration is not an option!**

Every level is solvable, even the maze levels. Be careful and observe each others screens, watch for kill zone placement and use a variety of strategies. Killing enemies can sometimes slow you down. Avoidance is an option. You don't have to kill or break everything to beat certain levels.

## Troubleshooting

### **I can't get the server/client selection to work even though I have two computers on the same network, what do I do?**

The best way to hook up two computers for Dyadin is to use a cross-over Cat5 cable. A cross-over cable should be supplied with the game when you get it. If you did not receive one, then continue reading. If you are having trouble with the IP settings, skip to number 2.

1. **New Feature!** The networked mode for Dyadin now works over a standard network with 2 computers! There is no need for a crossover cable anymore! If you are having trouble setting up a standard network, please refer to your system administrator for help. Once you have two computers on the same network with unique IP addresses and they reside on the same subnet, continue the setup process. Follow all other instructions to setup “as if” two computers were connected using a cross-over cable.
2. Make sure each computer has a dedicated IP address. We have found that the best settings for this are a static IP of 192.168.1.1 for the first machine and 192.168.1.2 for the second machine. Both machines should also have the same subnet. Use 255.255.255.0 for both machines. Any other IP setting should be left blank.
3. If you do not understand how to setup your computer’s Ethernet adapter with these settings, please refer to a network administrator for help.

### **The game runs too slow, or not at all. What can I do?**

Please refer to the Dyadin system requirements at the beginning of this manual. Also check to see if your graphic drivers are up to date. This game should work fine with both ATI and Nvidia based cards.

**I’m playing the game in single machine mode with a friend. We can’t see the second player’s level very well, and this makes it really hard to play. Can we change this?**

Dyadin in single machine mode only allows players to see player A's world. The ghost meshes for the other world are all you get. This makes it difficult, but not impossible. We highly recommend that you play the game using two computers.

**What's up with the sound? We can't hear anything or it sounds bad.**

Make sure your card is working properly and has the most recent drivers. We are using Ogg Vorbis sound files for both music and in-game sound effects. Check your volume settings in windows, sometimes these are muted. Also check your speaker's settings and make sure they all have good connections and are turned on.

**After I unzip all the files from the CD, I can't find the shortcut to click on. Where did it go and how can I run the game?**

You can still run the game without the shortcut. Just navigate to the following directory

C:\Dyadin\Test\

Locate the executable file called "Bushidod.exe" and double click on it. This should load the game.

**Ack! We are having a really tough time with getting this game to run. Is there anyone we can call or talk to for help?**

You may email the following people for technical assistance and we will respond ASAP.

[mikebrinker@gmail.com](mailto:mikebrinker@gmail.com)  
[glenn.song@gmail.com](mailto:glenn.song@gmail.com)  
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