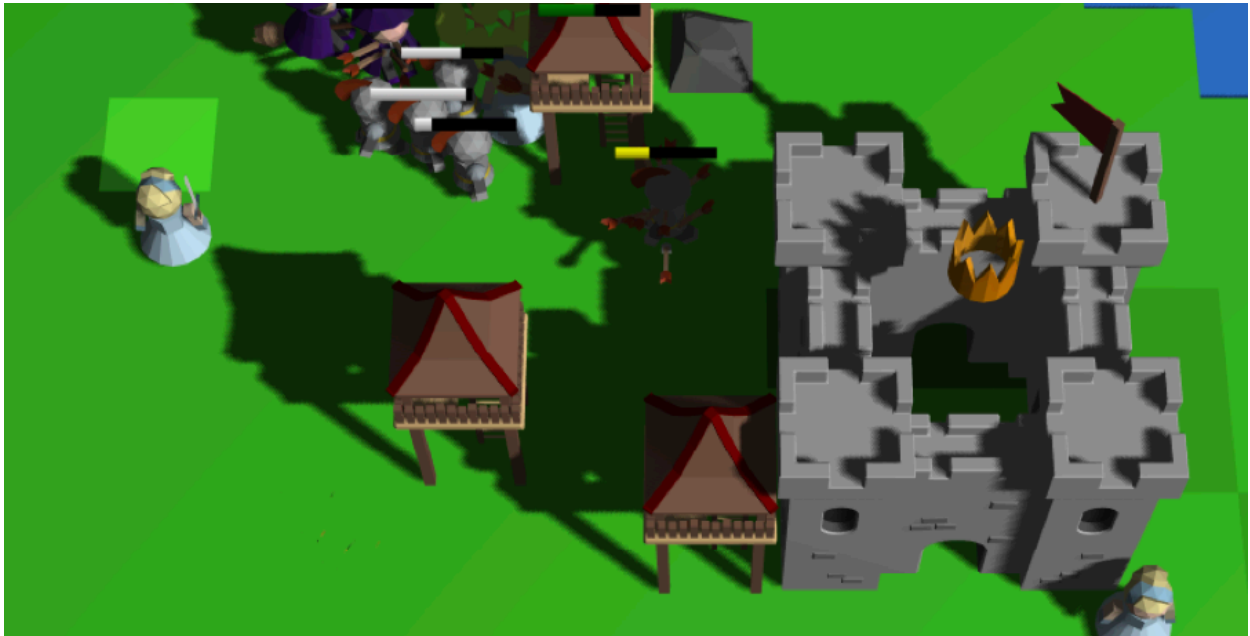


## Program Guide

# Grimmetroplis

**G**rimmetroplis is a co-op multiplayer tower defence game. You will be playing hand in hand in a team with other famous fairy tale characters (i.e. Snow White, Cinderella, Frog King, and the beast) to protect the magical artifact stored in the castle. Enemies will come after it and try destroying the castle to steal it away. To fight against the enemies, you will need to collect different resources in order to construct buildings. There are two major types of buildings: defensive buildings (e.g. outpost, and wall), and supportive buildings (e.g. resource collection building, and hospital). To upkeep the outpost, farms need to be built. The premise of this game is to find the best strategy to defend against the enemy as long as possible.

Details about the gameplay will be covered by the interactive tutorials at the beginning of the game.






*Protect the magic crown in the castle with your teammates from the enemies*

# Key mapping



The game is designed to be played off-line and for the best user experience, it is recommended to play with an **xbox controller** as the input device. Here are the key controls used in the game.

## Controller









 : move around.



  : pick up/use/ item, attack enemy.

  : drop item.

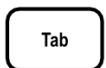

  : open build menu (only when with the corresponding tool in hand).





## Keyboard - Player 1/Player 2

     
    : move up/left/down/right.

  : pick up/use/ item, attack enemy.

  : drop item.

  : open build menu (only when with the corresponding tool in hand).

  : go previous/forward in the build menu.  
 

# Items

**Axe** 

Collect wood resources.

**Pickaxe** 

Collect stone resources.

**Hammer** 

Repair and construct buildings.

**Sword** 

Increase damage when attacking enemies.

# Buildings

**Outpost**



Shoots enemies in range. It consumes 1 food/s to upkeep.

**Wall**



Blocks enemies' path.

**Farm**



Produces 4 food/s to sustain outposts.

## Resource Collection Building



Automatically collects nearby resources.

## Hospital



Heals nearby players.

## Notes

The game is designed to be a multiplayer game and characters can be select at the beginning. In the current setup, if you want to restart with different amount of players, you would need to **restart** the game to change.