Out of the Dark

## The Official Player Guide

Contents

The Settings Menu

Accessing Settings

The settings menu can be accessed from the main menu that displays on launch and during gameplay. Accessing the settings menu from the main menu can be done by simply clicking the "Settings" button as shown below.

Accessing the settings while playing a maze can be done by pressing the ESCAPE key and then clicking the "Settings" button, as shown below.
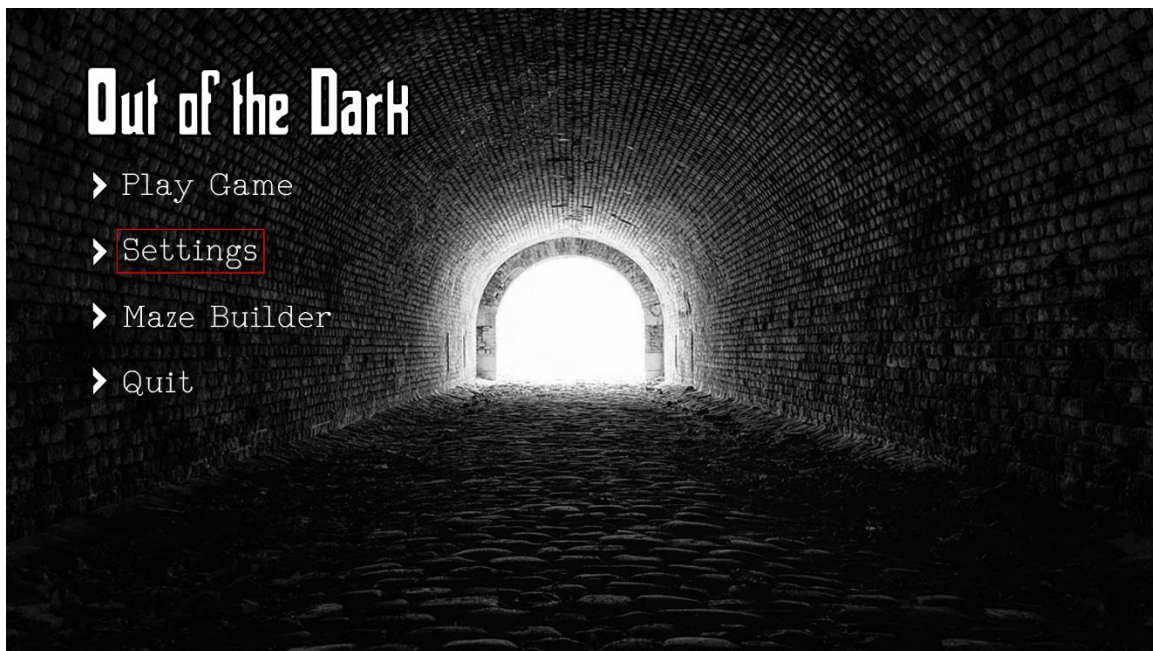
Pressing either of these settings button will cause the settings menu shown below to appear.

The settings preferences shown in the menu are all changeable, with your current settings preferences being outlined with a white border.

Changeable Preferences

Changing a preference simply requires a button press on the new desired setting. No setting can have two different preferences (e.g. "Play Music" cannot be both "Yes" and "No"). After a setting has been changed, the white borders of the currently selected preference for that setting will update. Setting changes are effective immediately after button press, although they will not save until the "Back" button has been pressed, which will once again display the main menu.

Types of Difficulty

There are two types of selectable difficulties in the settings menu; the selected difficulty can be changed both in the menu and while playing a maze, but a difference will only be noticed while playing a maze.
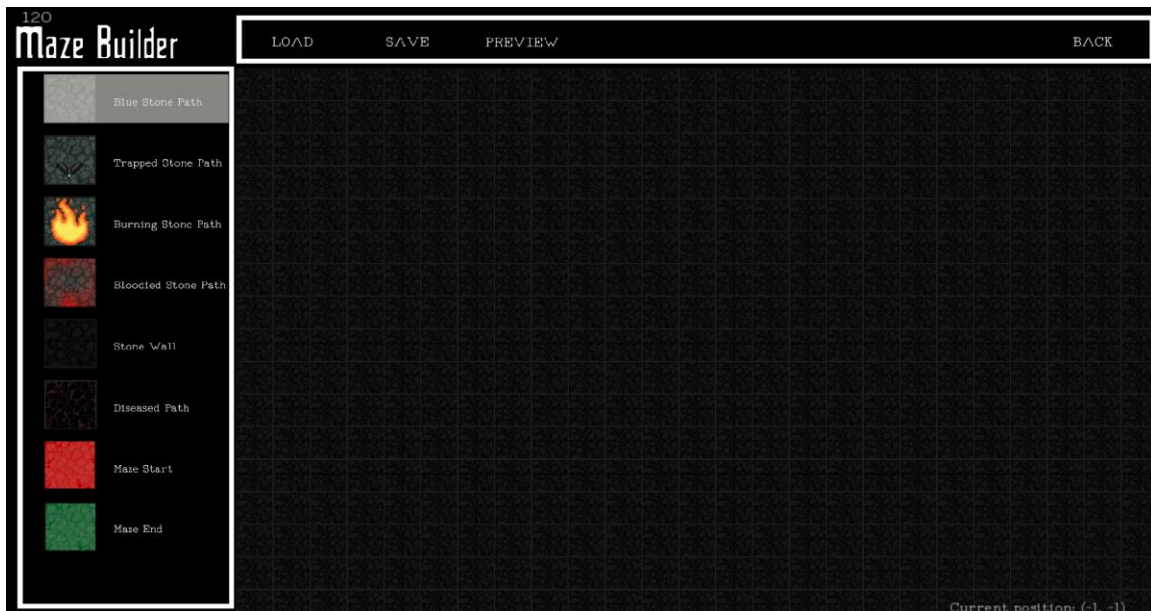
The Maze Builder

Creating a Maze

Maze creation requires the "Maze Builder" to be accessed. This can be done by pressing the "Maze Builder" button on the main menu, as shown below.
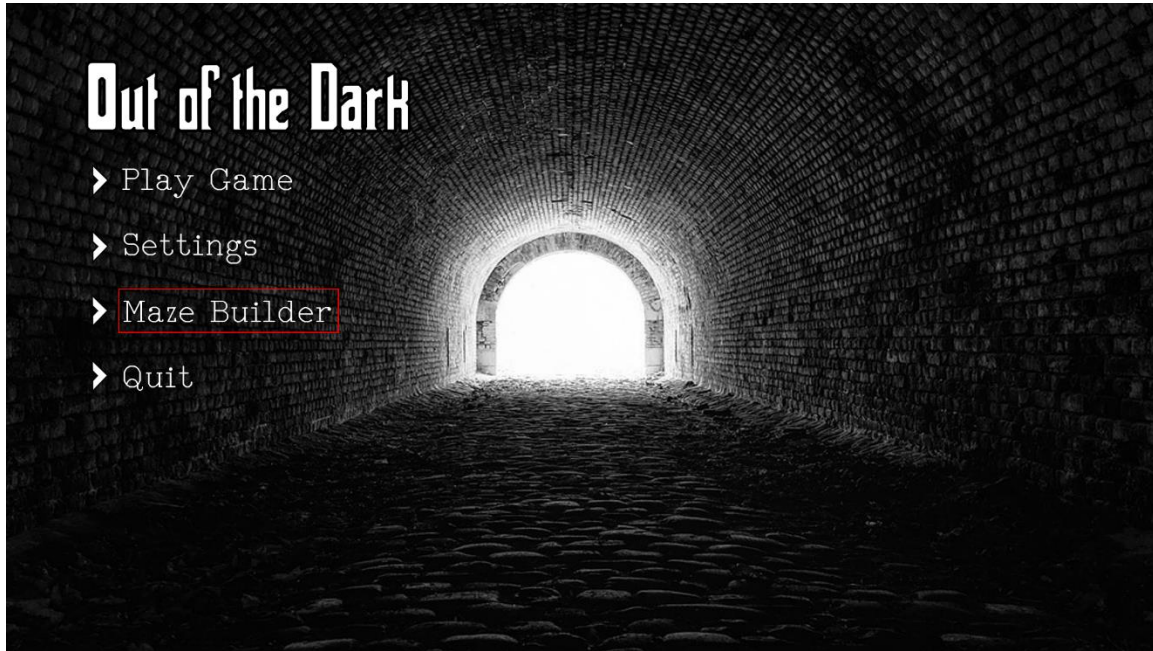
After this button has been pressed, the "Maze Builder" will appear.

While in the "Maze Builder," there are several actions you can perform. Game tiles can be placed by pressing the desired tile in the left menu and then selecting the desired location on the gird of "Stone Wall" game tiles. The left mouse button can be held down to place many tiles

at once without repeated clicking. The current position of the cursor in the grid is displayed in the bottom left, with the default size of the maze being 512 by 512 tiles. Pressing the preview button will scale the size of the maze to be easily viewable. The arrow keys or WASD can be used to move on the x and y axis of the maze editor.

Saving and Editing a Maze

Once squares have been placed, the maze can be saved by clicking the "SAVE" button in the top menu. This will cause a new file explorer to appear; at this time, navigate to the desired location and save the file. There is a folder titled "Levels" created by default in the game's directory.

The "LOAD" button allows a previously created level to be displayed and edited in the level editor. Pressing the button will cause a new file explorer to appear, where a previously created level can then be selected.

Adding Your Maze

Mazes must be first added as one of the three available levels present after the "Play Game" button is pressed from the main menu. Adding a maze requires a right mouse button press to be performed on any of the three level saves. At this time, a file explorer will appear, and a custom maze can be selected. Then, using the left mouse button the same maze will launch it and allow it to be played.

Playing the Game

Winning the Game

The player begins on a red tile, known as the starting tile. Winning the game requires that the player stand on any green ending tile. Once a game is won, a message is displayed and the player is allowed to restart the level. If the player should die, they can also restart the level and attempt it again.

How to Move

Movement can be performed by simply clicking a tile that is the desired destination. If there are no walls in the way of the path between the player and destination, then the player will move directly to the destination tile. However, any walls that obstruct the path will cause the player to stop moving when they are collided with.

Tile Types and Damage

There are three types of tiles that can damage the player. The "Burning Stone Path" will cause the player to burn for 5 seconds after it has been collided with. Each second that the player is burning causes 5 damage, resulting in a total of 25 damage. The "Diseased Path" causes a minor amount of damage to the player whenever the player is standing on it. The "Trapped Stone Path" causes a trap to trigger and do an instance 40 damage to the player when collision occurs.