

User manual

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What is this game?

This is an adventure-fighting game inspired by Dungeons & Dragons and other roleplaying games. The players (you) fight monsters in order to advance through the levels.

Terms and explanation

Player

You are the player. When the word “player” is used in the documents, we mean a person playing the game.

Creature

A creature is any living entity in the game. Both monsters and characters goes under this category. This means a creature can be a monster or a character, but a monster can't be a character or vice versa.

Monster

The monsters are your enemies. They are not controlled by any player, but by the game.

Character

The characters are fantasy figures with different traits and features. These vary from character to character and are described when you choose which character to play as.

Attack and attack bonus

When you want to attack you are given a random number. The attack bonus is a bonus added to the random number that will raise this value higher. The higher this number is, the higher is the chance of hitting the target.

Hit points / health points / hp

Hit points or health points are referred to as HP in the game. This is how much life you have. As you take damage, the damage will be subtracted from your HP. When your HP reaches 0, you have fallen unconscious. If the monster is beaten, the HP resets before the adventure continues.

Armor class / AC

Armor class or AC is the number the attack roll has to match or exceed for the attack to hit. If it is lower, the attack misses. Armor class varies between creatures. You can see your AC while playing.

Weapons

The different creatures and monster have different weapons. You will have two weapons at your disposal when fighting. These weapons will vary depending on which character you choose.

Dice / random

This game uses the same set of dice as Dungeons & Dragons. These are 20-, 12-, 10-, 8-, 6- and 4-sided dice. These dice are rolled automatically at different points in the game. For example when you roll the amount of damage you will deal with a weapon.

Melee and Range

Melee and range are the two types of attacks that can be performed. Some creatures only has one of the two, while others have a combination. If you are at a distance from the monster, you will use your ranged (distanced) attack. If you are adjacent to it, you will use your melee (close) attack.

Navigating the menu

Login/Register

If you already have an account, you just have to login. If you are new to the game, you must register a new account. Whether you log in or register you will end up in the main menu. Here you have six options. These are described below.

Create lobby

When you create a new lobby, you become the host and is the one creating the game. You will be asked to choose a character. When you have selected this, you will be sent to game lobby. The lobby key that other players need to join this lobby will be displayed on the screen. You will have to send this to other players, using other means of communication. Other than that, the view is not different from other players.

Join lobby

Join lobby is similar to create lobby, but here you join a pre-existing lobby that someone else created. Once you have clicked on the button you will be asked to type in a lobby key. You must receive this from the lobby creator. When you have entered the lobby key you will have to choose a character before you arrive at the game lobby.

Settings

Here you can adjust the volume of the sound effects (SFX) and music. The sound effects are all the sounds except the music.

Account

Here you can change your username and password. You will also find your rank here. It shows how many times you have won the game. To change username, you only need to insert the new username. To change your password, you need to insert your current and your new password.

Help

Help will take you to this user manual where your question will be answered.

Sign out

You will return to the start menu.

Game lobby

Here you can communicate with other players using the chat while you wait for all the people to join. The game lobby has a limit of 4 players. When you are ready to play, you press the ready-button. You will see it turn green. When all players in the lobby have pressed ready, you will be taken to the battlefield and the game will begin.

How does the game work?

This game is turn-based. This means that each player will do their actions and then pass the turn to the next player.

The goal of the game

When a game is started, you are thrown into a new adventure. To complete this adventure, the players must advance through all the levels by defeating every monster. For every level, the game becomes harder.

The order of turns

When it is your turn, your buttons will light up. During your turn you can do two different actions. You can move and attack one time. At any time you can end your turn.

Moving on the board

You can move once per turn. To move you press the move button. When you do this, a green area will appear and show you how far you are able to move. You can press any square within this area. Your character will then be moved to that space. If you click on a square where someone else is standing, or outside of the green area, your move is invalid, and you can try again.

Attacking

When you press the attack button, all monsters within your attack range is highlighted. Depending what type of weapon you have equipped, different monsters will be highlighted.

By clicking one of these monsters, a number between 1 and 20 will be given. The attack bonus will be added to this number. If this number exceeds the monsters Armor class, the attack hits and the monster takes damage. If the number is lower, you miss the monster. How much damage you deal depends on what weapon you have equipped, and the characters damage bonus.

Rogue, Warrior and Ranger

These three characters have both ranged and melee weapons that are fairly balanced. If you press the attack-button and no enemies are highlighted, it is because you are trying to use a ranged weapon while standing close to the monster or use a melee weapon while standing too far away. If this happens, you have to unselect the attack button and change the weapon you want to attack with.

Wizard

The wizard uses spells and is therefore strongest when they are away from the monster. All the spells are ranged and will not work if the monster is right next to you. If you are standing right next to a monster, you have to walk away before you attack.

Ending your turn

You don't have to perform all actions for every turn. If you only want to attack and don't want to move, you can just press the "end turn" button on the screen and the game moves to the next one in line. This doesn't mean that you can save movement and attacks. If you choose to not move one round you can't move twice in the next. If you have moved and attacked during your turn, the game will automatically end its turn and move to the next.

If you die

If you die, your mark will be switched to a tombstone. This doesn't mean that you are out of the entire game. If the rest of the players are able to finish the level, they are able to save you and you will be able to fight in the next level.

The monsters die

If the monsters are killed, you are transferred to the next level.

Finishing the game

The game can end with two different outcomes.

Winning the game

If you pass all the levels, you win the game and the game finishes. When the game is over, you are returned to the main menu.

Losing the game

If the monsters are able to kill all the players, you have lost and you are returned to the main menu.