

# TinderBox Knight User Manual

## Overview of Story:

Follow the adventure of the Tinder Box Knight. After visiting a ruined village, he meets the village Elder and learns about the recent tragic attacks that have been happening out of the nearby shadowy dungeons. Hired to light up the dungeons with a magical matchstick, the TinderBox Knight must embark on a dark journey to restore light to the village. Avoid dangerous enemies and use the scanning ability to tactically make way through the dungeons.

## Running the game:

Zip files containing executables for the game can be found on the GitHub page [here](#). There is a version for both Windows and Mac machines - download the version for your machine. The Windows version is TinderBoxKnightWin.zip, and the mac version is TinderBoxKnightMac.zip. Extract the zip file, then run the app file inside (TinderBoxKnight).

Note: the mac file may not run on older mac system, especially those intel processors. If this is the case for you but you still want to play the game, follow the instructions in the developer manual to get set up.

## Main Menu Screen:



To start a new game and begin the adventure, select the 'Start Game' button by selecting it with the arrow keys and pressing enter. This will let you play through the 5 pre-made levels, with each one being progressively more difficult. Or, if you'd like a new challenge, select random challenge. This will take you to a screen where you can select the difficulty you'd like:



The higher difficulty you pick, the more enemies there will be!

To exit the game, select the 'Exit' button.

Main Character:



Take control of the TinderBox Knight, as represented above. Armoured in shiny gold, he'll be hard to miss. The character will be placed at a set position at the start of the level and will be fully visible to the player. When the knight is on a lit tile, his matchstick will burn with a torch.

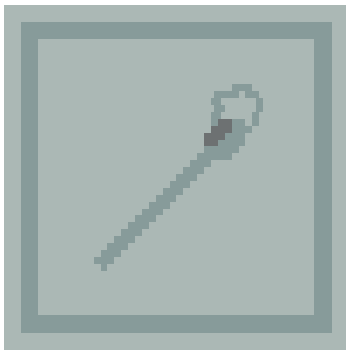
## Controls:

Movement:

Movement of the Tinder Box Knight is performed using the arrow keys. Press the left or right arrow keys to move either side, press the up and down arrow keys to move up or down. Each key press moves the character one tile.

## Lighting Tiles:

Equipped with a magical matchstick, Tinder Box Knight has the ability to light up a 3x3 surrounding region to help guide him or complete the level by lighting the final torch. Press the 'F' key to light tiles. Lighting tiles can reveal helpful clues, or harmful monsters.



Sometimes there will be a clue that lighting up the area could reveal some interesting tiles around. If you see this tile, press F to see what's around...

## Scanning:

Scanning allows the player to know how many enemies are in their vicinity. Press the 'S' key to start scanning. A visible number will be placed on the tile to indicate how many enemies there are in the 5x5 region centred on that tile. In the example above, the number 2 is displayed, meaning that there are two enemies in this region. The numbers on the tile will remain until the level is reset, and there is no limit to the number of times the player can use the scan button. Using the scan carefully is the key to making your way through the dungeon safely!

## Completing the Level:



Unlit torch



Lit torch

To successfully complete the level, the final torch must be lit. This will normally be on the far side of the level from the player and may be hidden behind gates or near enemies. The torch will be hidden until the player lights up the tile, upon which the unlit torch will be revealed. To light the torch, stand on an adjacent square and press SPACE.

## Gates and Plates:



Closed gate tile



Pressure plate

For some levels, the shortest path to the end isn't necessarily a straight line. Walls in the dungeon can obstruct the player from certain pathways and may prevent the player from accessing the torch directly. However, some walls will have a gate in. If you see a gate, that means there is a pressure plate nearby to open it - get searching! Once the gate has been opened, the tile will change to an open gate tile, indicating that it can be walked through.

Unfortunately, the pressure plates are hidden in the dark, so you'll have to light the tile to find it. Once you have, stand on the tile and press the 'O' key. The player will receive a message that a gate has been opened somewhere in the level.

## Enemies:



Beware, the knight isn't the only thing in the dungeon!

The Cave-Spider is a stationary enemy that is not visible in the darkness - any dark tile could potentially hold a lurking spider. Be careful where you walk, as if the knight bumps into one it will attack! The Cave-Spider does not like light - if the tile it is on is lit by the player, the Cave-Spider will become visible and attack the player.



Dark Shadow



Attacking shadow



Lit shadow

The Shadow is the second enemy that you might encounter in the darkness. Unlike the Cave-Spider, the Shadow is partially visible in the dark - keep an eye out for its glowing eyes! However, the Shadow can attack the player from across the map. If the player walks in the Shadow's sight (on the same row or column) while in the light, then the Knight will be spotted and attacked. The Shadow can't see through walls, however. If you can manage to make it to the shadow and light up the tile it is on, this will also render it harmless.

## Clues:

Luckily for you, someone has been in this dungeon before you and carved clues into the floor. When you light up a square, you may find that it has some information on it. If you see a square with a letter on it, try pressing that letter on your keyboard and see what happens. Arrows will point towards the location of the torch - although you may find there are obstacles in the way! Other clues may include hints towards the location of pressure plates to open gates and clues about the location of enemies in the level. You might also find other signs of life in the dungeon - a broken lamp perhaps, or the bones of previous explorers. These are usually a sign to be careful if you want to avoid the same fate...

## Health:

Be mindful of your health while in the dungeon. The player starts with 3 lives and will lose a life if attacked by an enemy. The tile at the bottom of the screen shows how many lives the player has left.



If the player loses all three lives, the player will die, and the player will return to the main menu. Do not lose hope!

Help Display:



At the bottom of the screen will be a help display, showing the player's lives and a reminder of the actions they can take. There is also a tile with a reminder of which key is used for which function, for the player to refer to while in a level.

Quitting or Resetting the Game:

If you've found yourself stuck in a level, press the 'r' key to reset it and have another go. The game can also be quit at any time by pressing the 'q' key.