

# Xadir Documentation

Download the latest version of Xadir from <https://github.com/xadir/xadir/downloads>  
You need WinRAR or similar software for unpacking.

## **Part 0 – Installation**

This game requires no installation. You can start the game from "xadir.exe" in "dist"-folder.

## **Part 1 – Main menu**

To start playing select "New Game". This takes you to the management window, where you can create new characters, manage the equipment of existing ones and form teams for the game.

### **Part 1.1 – Map editor**

If you want to make a new map, or edit an existing one select "Map Editor".

#### ***Part 1.1.1 – Creating map***

In the map editor you can create new map by selecting wanted tile type from the panel on right and placing the selected tile to map by clicking on the black surface on the center. By holding the left mouse button down and moving the cursor you can "paint" the map with selected tile. As you can see, the map editor creates the tile border automatically, so that the border matches the surrounding blocks.

Map has to have spawn points for players. You can create new spawn points by selecting team number from panel on right top corner and placing the spawn point on the map. One team can have as many spawn points as you can fit on the map, actual spawn point of one character is selected at random from the given points.

When you are finished creating the new map, you can save the map by writing the map name to "Map name"-text field at right bottom corner. Notice that if you use name that already exists in the collection listed above, the new map will overwrite the old one. After selecting the map name you can save the map by clicking the "Save map"-button. Now you can create another map, edit existing one or exit to main menu by clicking the "Main menu"-button.

#### ***Part 1.1.2 – Editing map***

Editing existing map is done quite same way as creating new one. You can view the existing map collection on the right panel. Selecting map from the list will display the

map on the screen and you can edit it freely. Removing spawn points is done by selecting the empty tile right from the number 6, below numbers 3 or 4. When you have selected this tile you can click any existing spawn point to delete it.

After you have edited the existing map, you can either overwrite the old one by clicking the "Save map"-button. If you alter the "Map name"-field the map is saved with new name and the old map is not altered in any way.

## **Part 2 – Team Management**

Management window is the tool to manage your existing characters and for recruiting new ones. The game creates a bunch of characters for you at start, these characters have random armor and weapons that have different abilities. Available characters are listed on the topmost center panel. Available items, such as armor or weapons are listed below.

You can manage any character by clicking the icon of the character and selecting "Manage". This displays the information of the character on the left topmost panel. This tells you the character abilities and items that the character has equipped. Items can be equipped and yielded by clicking the item and selecting "Equip" or "Yield". The "sell"-option is not available at this time, as the in-game shop is not developed yet. The empty panel on the right is designed for the forthcoming in-game shop.

Creating new character can be done by clicking the "New"-button on character-panel. This opens new character creation form on the manage-panel. After you have selected the wanted race and class for the new character, you can give the new character some ability points. You can save the new character by clicking the "Save"-button, that adds the new character to the character-panel on the right.

Teams are formed by selecting any character from character-panel on the right and clicking "Select". Current team is visible below the character manage window. Character can be moved from team back to character-panel by selecting character and clicking "De-select". Current team can be changed with buttons on right bottom corner on team-panel.

When you are ready on managing your teams, you can start the game. Be sure you have added characters to both teams before starting hotseat game, network game uses currently selected team as your team. Local hotseat-game can be started by clicking "Play"-button, this uses the two teams that you just filled with characters. Network game can be hosted by clicking the "Host"-button or you can join an existing network game by selecting "Join".

### **Part 2.1 – Selecting map**

After you have selected "Host" on the manage-window the map selection window is displayed. Here you can view your IP-address as a host and select the port the game is hosted on. If you selected "Join", you have to input the IP-address and port of the hosting computer.

In hotseat game and when hosting network game you can select the map to be played. You can select any map from the list on right panel.

**Part 3 - Moving**

Now you have the game area in front of you. If this is not the case, please contact [support@xadir.net](mailto:support@xadir.net).

Players move characters in turns, you can click any of your characters and see where you can move. The possible movement area is displayed with bright green tiles. Clicking the same character again hides the movement grid. Clicking anywhere inside movement grid moves the selected character to that position. Enemy characters are grayed out, you can only move characters that are not grayed.

**Part 4 – FIGHT!**

When encountered with enemy character, you can attack it. Attacking is only possible if enemy is inside your movement grid. Attack power is determined by characters race and class, as well as equipped armor and weapon, the terrain character is standing on, characters abilities such as strength, dexterity, intelligence, constitution and luck<sup>1</sup>.

**Part 5 – Final chapter**

That was it, have fun!

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<sup>1</sup>math.random()