

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 shortcut in unpacked folder, or from "xadir.exe" in "dist"-folder.

Part 1 – Main menu

To start playing select "New Game".

Part 1.1 – Map editor

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

Part 2 – Team Management

Select team members by clicking their icon. Then press "select" if you want this character to be added to your team. You can change equipment of the character and see it's stats by selecting "manage".

Part 2.1 – Network game

Join and host buttons are for network game. After selecting join you should be in map select window and you can enter the hosts IP adress and Port.

Part 2.2 – Single player/Hotseat

To enable single player/hotseat game, you must select characters for both teams.

Part 3 – Map select

At first player chooses the map to be played. By selecting map from maplist the preview of the map is displayed. It's recommended to use "map3.txt" or "map2.txt", other maps are not finished yet, even if the preview is visible. You can start the game by selecting map from list and clicking "Load"-button.

Part 4 - Moving

Now you have the game area in front of you. Each player has three characters. The name of player, characters, and healthpoints are randomized at start. Also the starting point of player is random.

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 5 – 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 from how many movement points you have left when you are one tile away from the enemy.

Part 6 – Final chapter

That was it, have fun!