WRAITH

Version 1.0

This project was created for the 2016 seven day roguelike challenge. More information on the challenge can be found on the community blog, www.7drl.org. If you like WRAITH, feel free to check out my other work on my website www.parallelgames.net.

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Fonts & UI: Kenney, www.kenney.nl/assets

WRAITH is a turn-based roguelike with an emphasis on "combo-ing" and positioning.

It was heavily inspired by action rpg, Shadow of Mordor.

HELP:

You control a powerful WRAITH with many abilities. You can move and attack in the cardinal directions with the arrow keys and/or mouse. To switch attack types, click the respective hotkey (listed below). The goal of WRAITH is to reach and complete level 5. Optionally, you can compete with friends for a high score!

COMBO:

Generally, using attacks increases your combo, while moving decreases your combo.

If your combo reaches 5+, you will be granted a temporary defense point.

If your combo reaches 10, you will terrify (effectively killing) all visible enemies.

ATTACK TYPES:

QUICK attack is your basic attack. It deals 1 damage and increases your combo by 1. [hotkey: Q or 1]

STRONG attack is your stronger attack (obviously). It deals 2 damage but takes 2 turns to execute.

This attack is good for taking down 2 life enemies. Be careful about using this in a crowded room because other enemies will take advantage of their 2 turns! Note that this attack still only increases your combo by 1. [hotkey: S or 2]

VAULT attack is a utility attack. Vault allows you to reposition yourself behind an enemy. Although vault deals no damage, it grants you a temporary defense point. Note that this attack does not affect your combo. [hotkey: V or 3]