

GUIÓN TUTORIAL – ETHEREAL RUNNER

1- WELCOME

Ah! Welcome Runner, we're happy to have you in the ethereal plane. You have been chosen from among your people to traverse these "lands". Allow us to say, that the trash bag in your head really suits you.

Ah! Dobrodošli Tekač, veseli smo, da ste v eterinem letalu. Izbrani ste bili med svojimi ljudmi, da prečkate te "dežele". Dovolite, da rečemo, da vam vreča za smeti v glavi res prilega.

2- LEFT RIGHT

Runner, these lands are simpler than your overloaded place of birth. You'll find yourself comfortable moving to either the left or the right. We are a very forward-looking bunch, thus whenever something leaves your field of view you may not go back to it. Onwards, to your right!

*Press either the **left** or **right** arrow keys to move left or right*

Tekač, te dežele so enostavnejše od tvojega preobremenjenega kraja rojstva. Udobno se boste preselili na levo ali desno. Smo zelo v prihodnost usmerjena skupina, tako da kadarkoli nekaj zapusti vaše vidno polje, se morda ne boste vrnili na to. Naprej, na desno!

3- JUMP Y DOUBLE JUMP

Runner, you'll find yourself more at ease when traversing our home if you decide to use your legs for something a bit more exerting than just running. Jumping will be a tool of great use for a tool like you, but beware! For the clouds can get a little bit... unstable... after they touch your defiled self.

*Press the **spacebar** to jump, double tap it to double jump. **Hold** the space bar to regulate how much you jump*

Tekač, pri prečkanju našega doma se boš našel bolj lahkotnega, če se odločiš uporabiti noge za nekaj bolj nagajajočega kot samo tek. Skakanje bo orodje, ki je zelo uporabno za orodje, kot ste vi, vendar pazite! Za oblake lahko malo... Nestabilen... potem, ko se dotaknejo tvojega omamnega sebe.

4- DASH & CROUCH

Runner, we have prepared a few challenges for you. You may want to dash to reach clouds far ahead or to escape from things, much in the way you did in your own world. Although you're a lowly entity already, you may want to crouch down to avoid attacks.

*Press **shift** or **C** to dash in the direction you're running. Press the **down** arrow key to crouch*

Tekač, pripravili smo nekaj izzivov zate. Morda boste želeli doseči oblake daleč pred nami ali pobegniti pred stvarmi, veliko na način, kot ste to storili v svojem svetu. Čeprav ste že nizka entiteta, se boste morda želeli stisniti, da se izognete napadom.

5- OBJECTIVE OF THE GAME

Runner, the deal we've struck with your people expects of you to run as far as possible within our realm. Also, feel free to dispose of the lost souls roaming about. Depending on how you do, we may consider sending you back to your un-homely home after you find your demise here. We'll see how far you can get...

You'll accumulate points as you go to the right. Killing enemies also gives you points

Tekač, dogovor, ki smo ga sklenili s tvojimi ljudmi, pričakuje, da boš tekel čim dlje znotraj našega sjema. **Prav tako se lahko svobodno znebi izgubljenih duš, ki pohajajo.** Glede na to, kako boste, **vas bomo morda poslali nazaj v vaš dom, potem ko boste našli svojo umiranje tukaj.** Bomo videli, kako daleč lahko prideš...

6- SHIELD & DEATH

Runner, we understand the inherent limitations of your kind. Thus we have provided you with a shield to defend yourself, but don't trust ~~us~~ it too much, if it takes enough of a beating your feeble body will not be able to handle the aftershock.

Press X to activate your shield. If it overloads or if your health is depleted, you will die

Tekač, razumemo svoje omejitve. **Tako smo vam zagotovili ščit, da se branite,** ampak ne zaupajte nam preveč, **če bo potrebno dovolj pretepa vaše lomljivo telo ne bo mogel obvladati šoka.**

7- MAGIC

Runner, as you roam the ethereal plane your body will get soaked in magic. The more magic you have the more quickly you will move. Your natural limitations may interpret this as being more unstable movement-wise.

Your movement speed will increase as more magic bars are filled

Tekač, ko se potehaš po eterijski ravnini, se bo tvoje telo namočilo v čarovniji. **Bolj kot imaš čarovnijo, hitreje se boš premaknil.** Vaše naravne omejitve lahko to razlagajo kot bolj nesprejemljivo gibanje.

8- ATTACK

Runner, we are not as evil as to send you out there without any means of attack. You can vomit the magic you unwillingly ingest by causing an explosion around you. Feel free to try it out with that Flesh Stump over there...

Press Z to attack. Doing so will deplete one magic bar, you can use this to reduce your speed

Tekač, nismo tako zlobni, da bi te poslali tja brez kakršnegakoli sredstva za napad. **Čarovnijo, ki jo nehote zaužiješ, lahko bruhaš tako, da povzročaš eksplozijo okoli sebe.** Lahko se preizkusiš s tisto Izgubljene tam...

9- INESTABILIDADES Y SPAWN RATE

Runner, one last thing. The more magic your puny body retains, the more likely you are to see... unstable phenomena happening around you. Don't be afraid if you see lightning being born out of nowhere, but don't be as foolish as to touch it. The lost souls out there are also of a weak build and as such, unstable phenomena will end their existence. Speaking of lost souls, you may notice that the more magic you collect, the more of them will appear. Leave now, let us enjoy the show.

As you fill more magic bars, more lighting and enemies will appear. Lightning damages both you and the enemies

Tekač, še zadnja stvar. **Več čarovnije, kot vaše ugasnjeno telo obuja, bolj verjetno boste videli...** neusmiljene pojave, ki se dogajajo okoli vas. **Ne bojte se, če vidite strela, ki se rodi od nikoder, ampak ne bodite tako neumni, da se je dotaknete.** Izgubljene duše tam zunaj so tudi šibke gradnje in kot take bodo neusmiljene pojave končale svoj obstoj. **Ko že govorimo o izgubljenih dušah,** boste morda opazili, da več čarovnije, ki jih zbirate, več jih bo pojavilo.

Pojdimo, uživajmo v predstavi.