

Hammer & Torch Inc. V1.0b

User Guide

1.1 Game Overview

Hammer and Torch is a team based multi-player game, that takes place in a dimly lit old-style mansion. The game consists of two factions; The humans and the statues. These rival sides each possess different and unique qualities that grant them distinct weaknesses and advantages in the various areas of game play.

The humans are equipped with torches and hammers, and have the goal of destroying all the statues. The torches are used to trap the statues in their beam of light allowing the humans to close in on and destroy the frozen statues with their hammers. Team work will undoubtedly help with this endeavour.

Statues are granted a melee attack, and a fast movement speed, allowing them to quickly navigate the map and to avoid any approaching torch beams. The statues must destroy all the human players.

Team selection is based on team fairness, and thus a new player will be added to the faction with the least members.

1.2 How to Play:

To run the game, the user must run the “game” executable file in the Neoaxis “bin” directory.

i.e.

Neoaxis/game/bin/game.exe

Once the engine loads, a new multi-player session may be started by clicking multi-player → create server, and selecting the mansion map. This map is located here:

maps/final/map.map

The first player to enter the game is automatically assigned to the human faction, and the teams automatically adjust from there as new players join.

Once the game loads, other players may begin to join the game by selecting multi-player, specifying the server address and clicking join game.

As soon as the player enters the death match, the action begins.

The controls are as per a standard first person shooter set, with the following mappings:

a	strafe left
d	strafe right
w	walk forward
s	walk backward
mouse1	attack
spacebar	jump
mouse	look around, aim torch (human)