

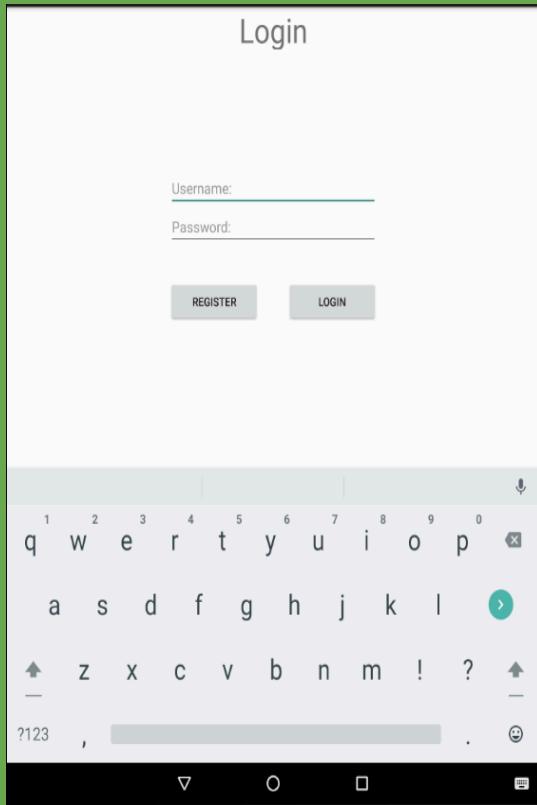
GOBLIN ZONE™



Welcome to *Goblin Zone*!

We here at Coruscant Games® are delighted to bring you a fresh rendition of the fan favorite: *Bullet Zone*. In this guide you'll discover the unique and exciting content that is expected of a .AAA game. We hope you enjoy it!

Creating an Account and Logging In

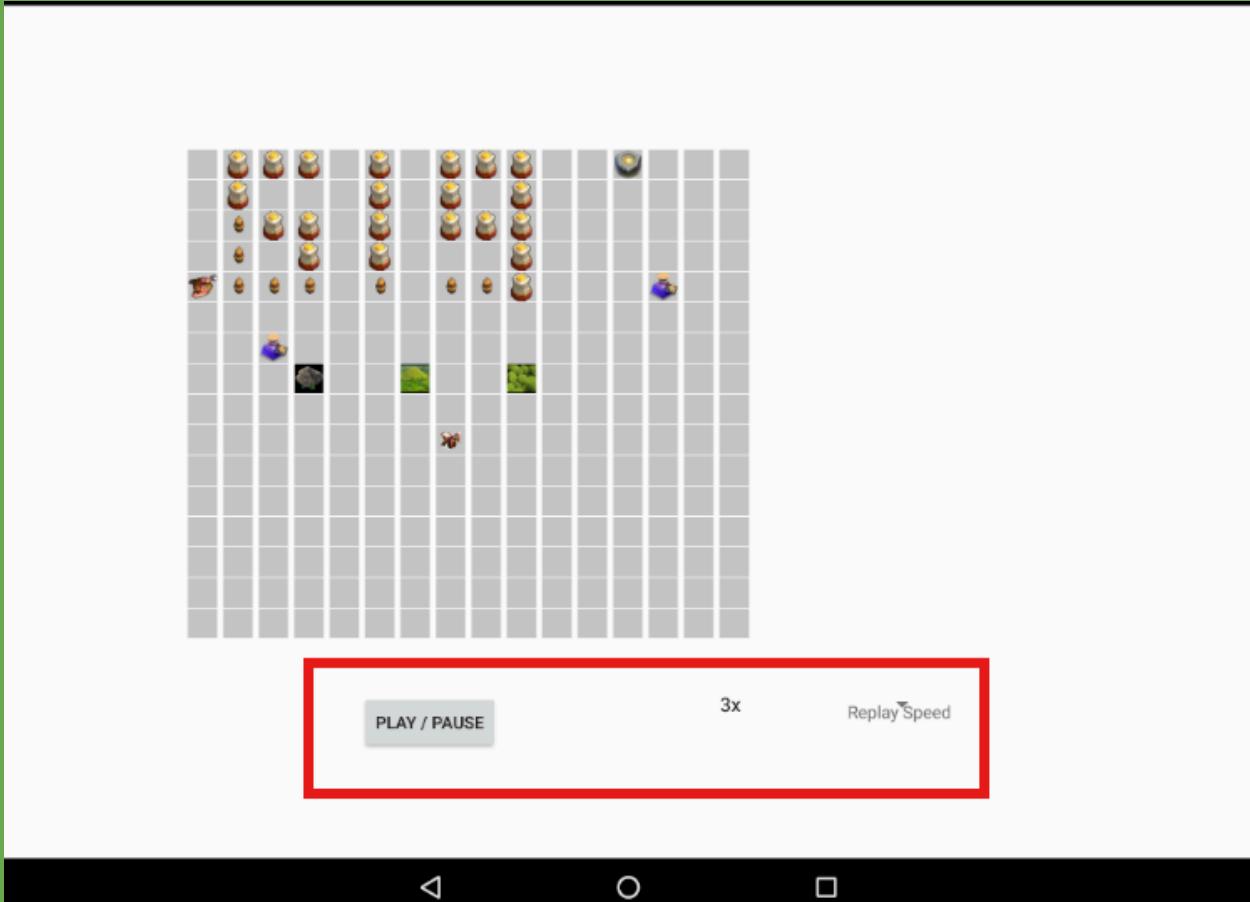


When you first start up *Goblin Zone* you'll need to register an account. To do so, follow these steps:

- 1) Enter a unique username for yourself
- 2) Enter a password that is easy to remember
- 3) Click “Register”
- 4) After successfully registering, click “Login”

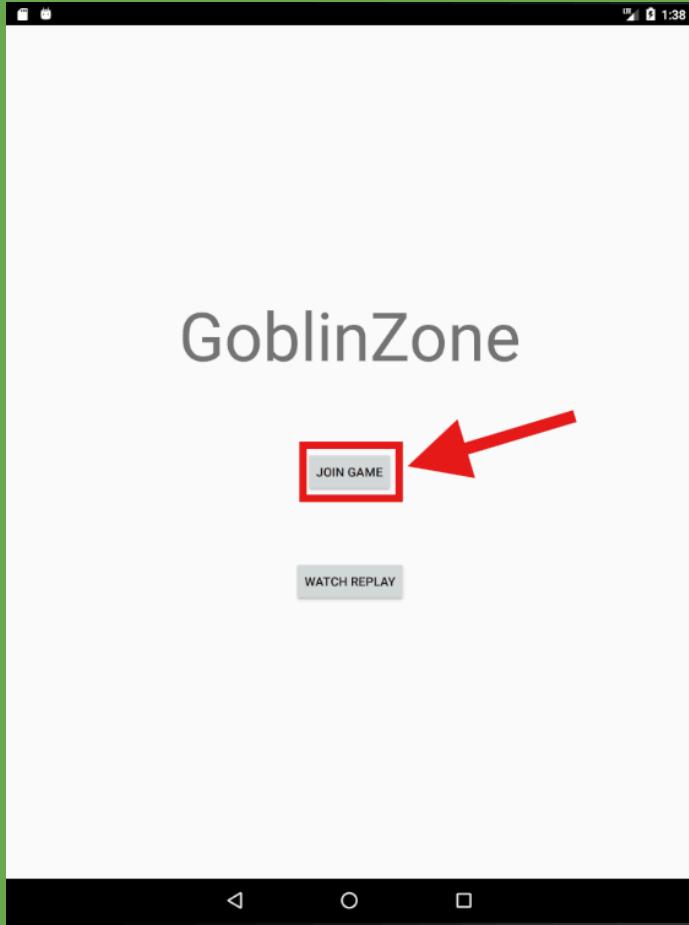
Great! You have your own Goblin Zone account!

Watch a Replay



Here, you can watch replays at different speeds. Simply choose a speed from the drop down menu and click play/pause. You may pause whenever and choose a new speed.

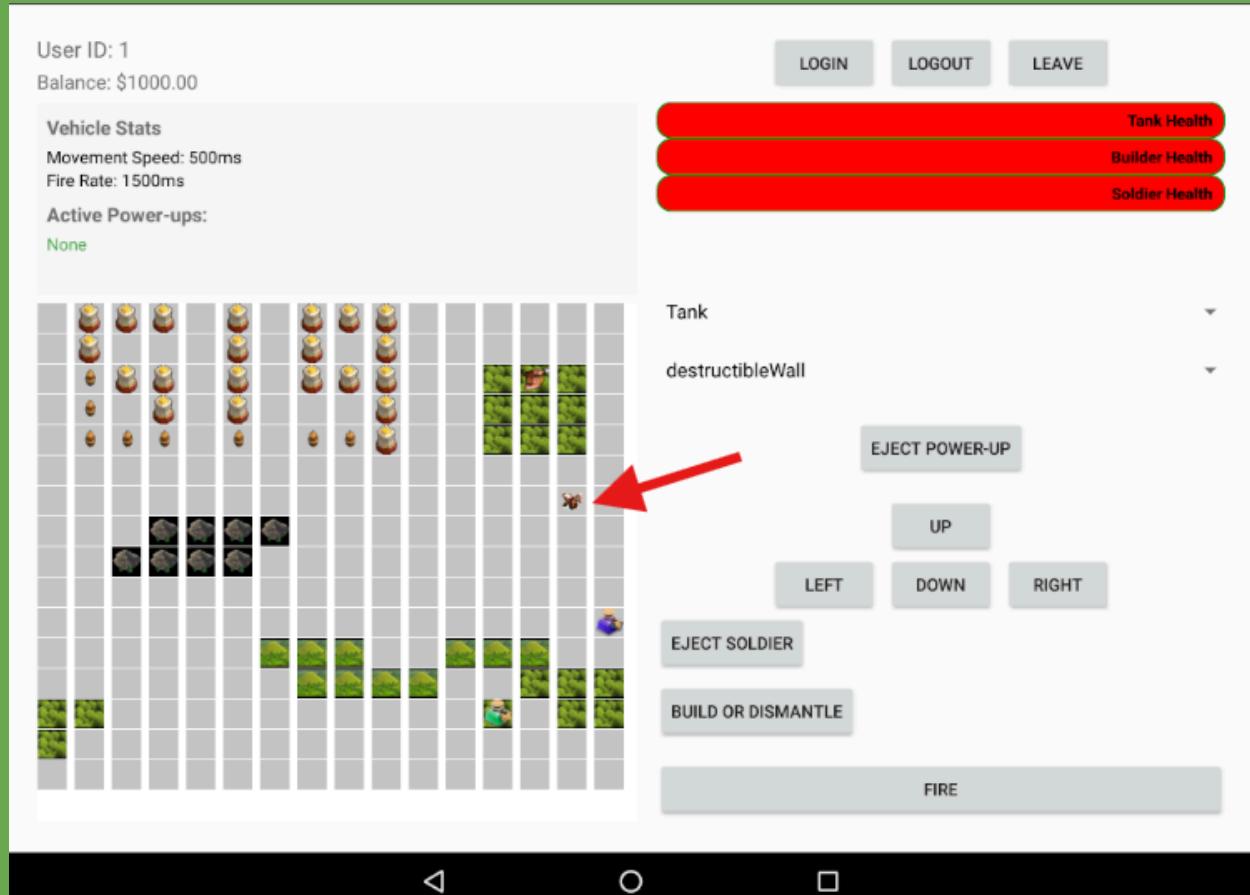
Joining a Game



To join a game:

- 1) Click “Join game”

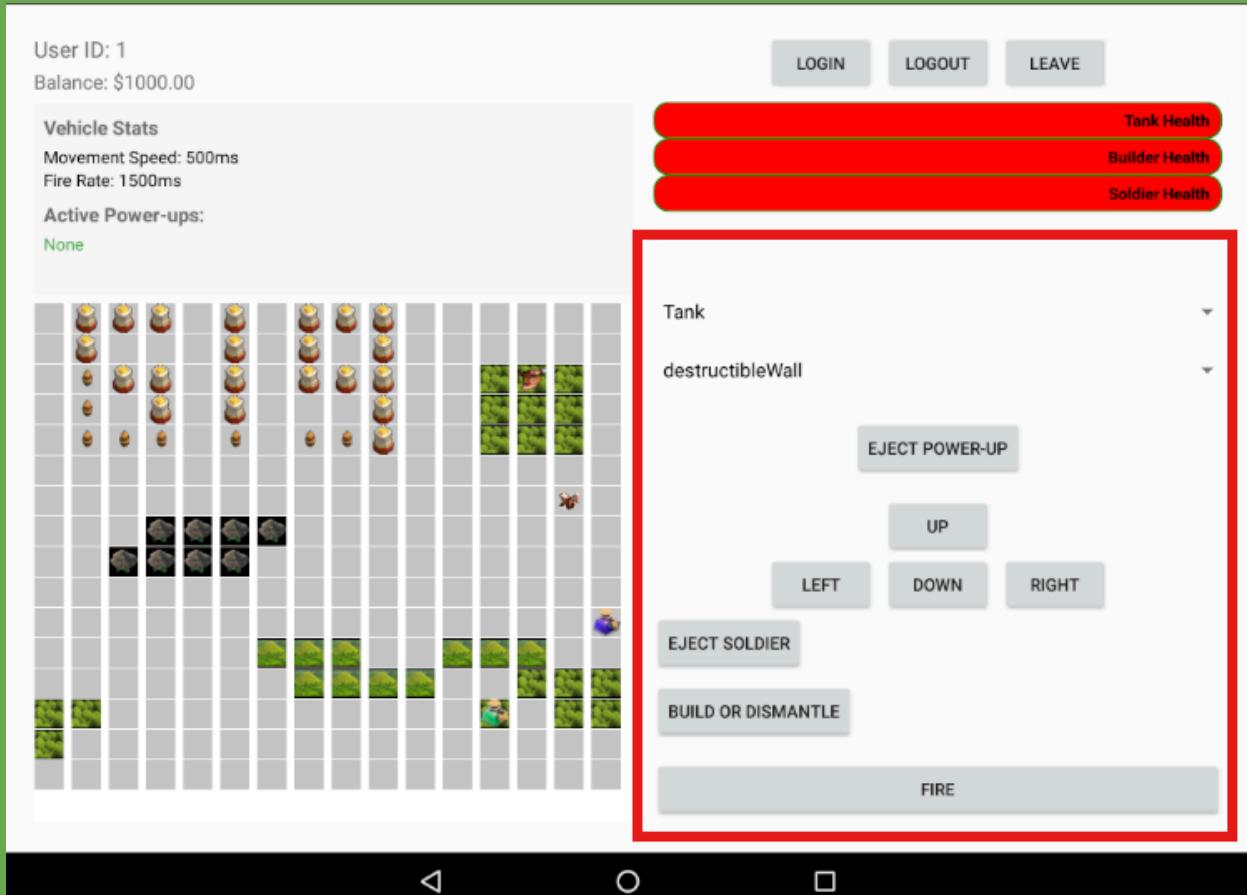
UI Controls



This is similar to what you will see when you join a game of *Goblin Zone*. Shown are indestructible walls and destructible walls. There are power ups to get as well as terrain that you may enter but it will have different effects on your character

There may be more goblins than just yours when you join. If that is the case, **your goblin is the RED one.** Enemy goblins are green.

Goblin Controls



To interact with these controls, tap on them once and the goblin will respond. An explanation of each control can be found below.

FIRE: When clicked, your goblin will shoot a spear in the direction it is facing.

- You may also shake your device to shoot a spear.

UP: When clicked, your goblin will either turn in the upwards direction or, if facing up already, move one block upwards.

DOWN: When clicked, your goblin will either turn in the downward direction or, if facing down already, move one block downwards.

LEFT: When clicked, your goblin will either turn in the left direction or, if facing left already, move one block to the left.

RIGHT: When clicked, your goblin will either turn in the right direction or, if facing right already, move one block to the right.

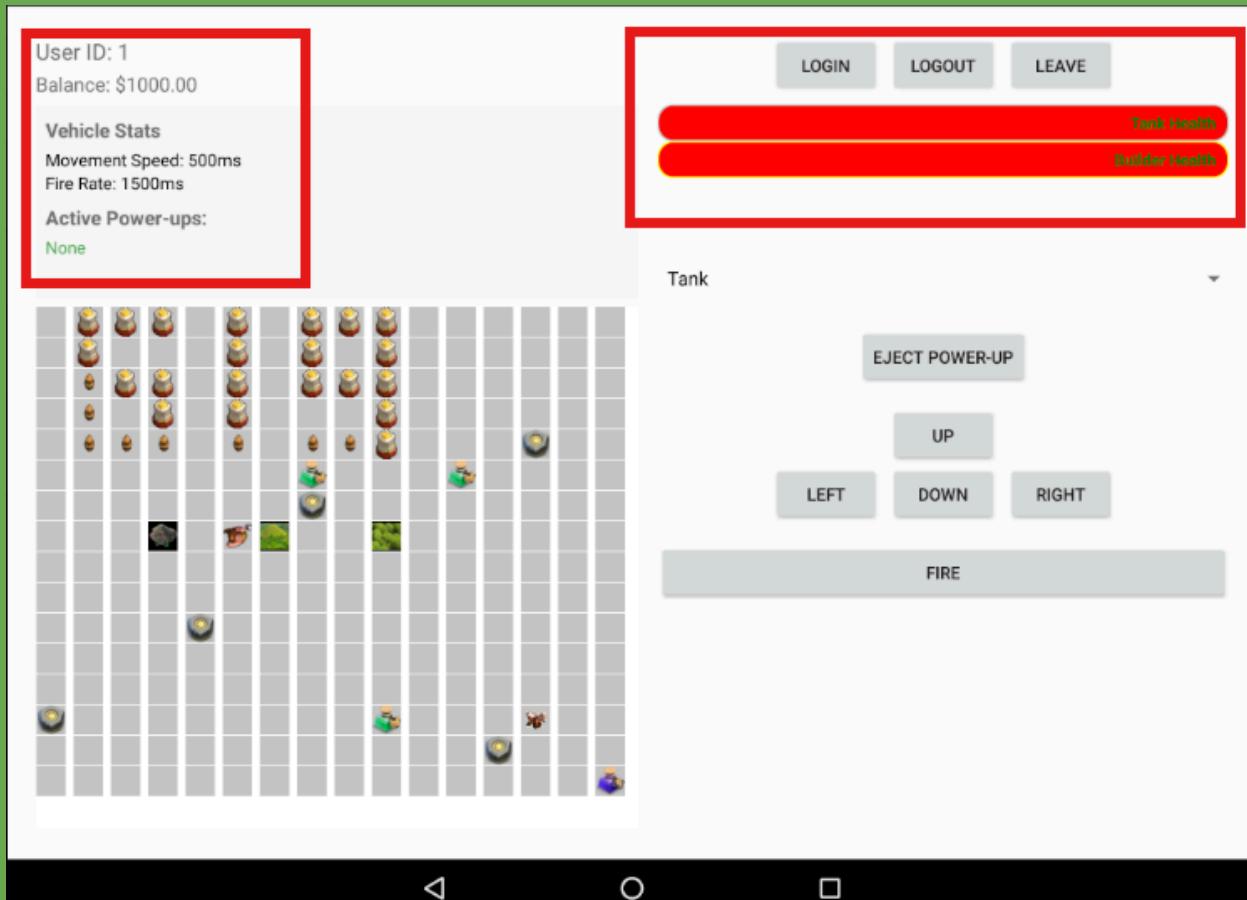
Eject Power Up: When clicked, your most recent power up will be ejected to an open square next to you, de-activating that power up.

Entity Selector: When you click the drop-down menu currently with the tank label, you can choose to switch your control to tank, builder, or soldier.

Build Selector: When you click the build drop-down menu currently with the destructibleWall label. You may choose which improvement you want your builder to build.

Build or Dismantle: You may use this button when controlling the builder to build the selected improvement behind you in exchange for money.

Navigating the App



Highlighted here are some important navigational tools to move around the rest of the application.

LOGIN: If you wish to return to the login menu to login with a new account click [here](#).

LOGOUT: If you wish to return to the login menu and be logged out of your current account click [here](#).

LEAVE: This will bring you back to the main menu where you can replay your recent game or join a new game.

Balance: Displays how much money you have in your account.

Vehicle Stats: Displays your current movement cooldown speed and fire rate. As well as any power ups you may currently have.

Health Bars: You have 3 health bars that will appear and show the state of your tank, soldier, and builder. The soldier bar will appear when it is on the board.

Gameplay

- Your goal is to use your soldier, builder, and tank to kill other goblins and stay alive.
- You may pick up power ups by shooting them or placing your character on the same cell as them.
- Your units have different abilities and stats, use them wisely!
- If your soldier or tank dies you will return to the main menu.

Goblinpedia



Enemy Goblin

- Other players goblins intent on your destruction.



Your Goblin

- This is your goblin in *Goblin Zone*, keep them safe!



Spears

- These are what goblins will throw and can inflict damage to whatever they hit.



Your Soldier

- Your soldier you can deploy from your goblin. Enemies are gray.



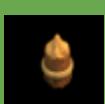
Builders

- Builders can build things behind them. They may also shoot spears and be killed. They have less health than the tank.



Indestructible Wall

- This is a wall that cannot be broken.



Destructible Wall

- This is a wall that players can break by shooting it with spears.



Fusion Reactor

- This is a power up that will increase the rate at which you may throw spears.



Anti Grav

- This is a power up that will increase the rate at which you may move.



Rocky Terrain

- Entering with a builder will be 50% slower



Hilly Terrain

- Entering with a tank will be 50% slower



Forrest Terrain

- Blocks builders and bullets, tanks and soldiers are slowed to enter