

User manual

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1 Introduction

Nimblest is a turn based 2D chaser. Player's goal is to get to a target tile(s) in a square grid. There are enemies chasing after the player and special tiles which can affect both player and enemies in various ways.

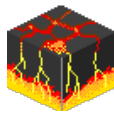
2 Tiles



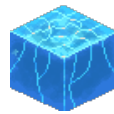
(a) Normal tile



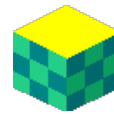
(b) Teleport



(c) Destructible tile



(d) Freezing tile



(e) Goal tile

All the tiles have same effect of player and enemies except for goal tile which does nothing to enemies.

- a) Normal tile. It does not do anything special.
- b) Teleporter. It sends the character to another teleporter on the map when entered.
- c) Destructible tile breaks down after being used once. Anyone visiting the tile afterwards dies.
- d) Freezing tile. The character loses their next turn.
- e) Goal tile when entered by player they win and progress further.

3 Gameplay

When playing the level player uses keyboard to choose the next tile to go using WASD. The enemies are automatically moved after the player takes their turn. They always move one tile towards the player.

When your character is frozen you need to attempt to move to unfreeze yourself. Color of your character will turn from blue to normal and enemies will take their turn.

Pressing Escape at any time closes the game

4 Tips and tricks

Use the environment to your advantage. Predict movement of enemies and lure them onto freezing tiles teleporters or into holes to clear your path to the goal tile. They can move diagonally so they are faster unless you walk straight.