

Wizliz instructions!

Ois

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1 Intro

The game is/ will be about exploring some properties of illusions and impossible objects. The overall rule of is 'what you see is what you get': If you can move things so that visually it looks like something (and left-click), then that's how it'll behave.

PLAY THE GAME ONLINE HERE!!!!!!!!!!!!

Also, please ignore how tryhard this doc looks!! It was autogenerated :P.

2 How to play

2.1 Controls

WASD or Arrow Keys Movement (relative to camera) direction.

Mouse movement Pan camera (can't pan so lizard is behind anything)

Scroll Wheel Zoom camera.

Right Click+hold (+ mouse) Look around freely

Left Click Try to snap objects

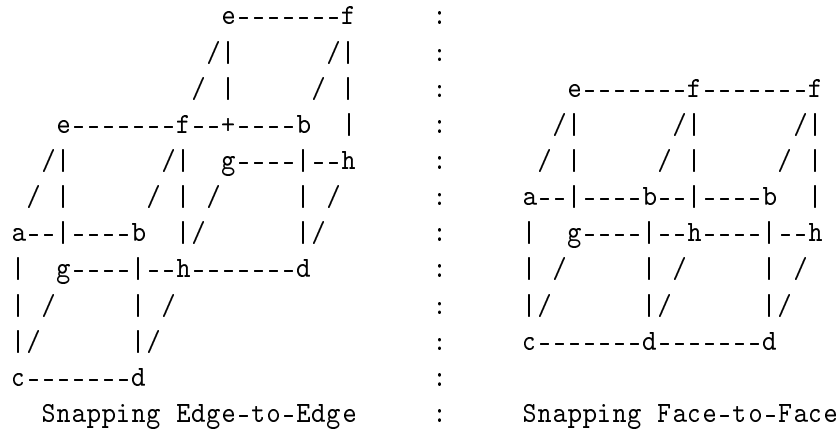
Backtick (`) Open/Close terminal. (Not part of the game, see Terminal Commands)

2.2 Snapping

Line up two edges or faces and **left click**, and they'll snap. When the camera is 'snapped', you can walk between the objects as if they were one. Snapping can only happen when

To unsnap, just move the mouse.

NOTE: Snapping can happen face-to-face as well as edge-to-edge:



2.3 Terminal Commands

The terminal lets you load/ reload levels and a couple other bits! It supports tab complete, so if you're unsure hit tab a couple times. It shouldn't be needed unless something breaks... But that's also pretty likely.

ll/ loadlevel <LevelName> <ExitName> E.g. ll River0 LakeExit0.

Load the level at the specific exit, must provide both. You can use TAB to view possible levels and exits within that level to go to.

rel Reload current level - placing lizard at entrance.

res Reset current level without moving the lizard.