



## **Every Man for Himself User Guide**

## Introduction:

Every Man for Himself (EMH)" is a web-based multiplayer game where a number of players are pitted against each other in order to escape a dungeon. One player is the "killer" and his objective is to eliminate the other players who are "prisoners." The prisoners are trying to escape through a procedurally generated dungeon. The killer is attempting to eliminate the prisoners via the use of "traps" that he can place in the various dungeon rooms. The killer will be able to place different kinds of traps in each of the generated dungeon rooms. Every turn, all the prisoners must select a room to enter, and the killer will place a number of traps. If the chosen room is trapped, that prisoner will be killed.

## Instructions:

### *Creating a Game:*

1. Click on the "Create Game" Button located on the EMH Homepage or the Navigation bar at the top of the page.



2. Enter your Nickname and the Number of Rounds you wish to play for.

A screenshot of the 'Create Game' form on the EMH website. The form has a black background with red text. At the top, the title 'EVERY MAN FOR HIMSELF' is displayed in a large, stylized font with red, dripping blood effects. Below the title, the text 'Create Game' is centered. Then, the prompt 'Enter your nickname:' is followed by a white text input field. Below that, the prompt 'Enter number of rounds:' is followed by a white text input field containing the number '5'. At the bottom of the form, there is a red button labeled 'Create Game'.

3. Send the Code you receive to the other players.



*Joining a Game:*

1. Click on the “Join Game” Button located on the EMH Homepage or the Navigation bar at the top of the page.
2. Enter the code you received and your Username.



### *Choosing a Door:*

1. Click a Door
2. Feel bad that you had to read the Instruction Manual to figure that out.



### *View Leaderboard:*

1. Click on the “Leaderboard” button located on the EMH Homepage or the Navigation bar at the top of the page.
2. Click the “Refresh” Button on the Leaderboard page to load updated scores.