

# Highlander. Manual

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## 1. Playing Mode

### 1.1 Movement

Use **W**, **A**, **S**, **D** keys to move the protagonist.

Press **W** to move upward, **A** to move left, **S** to backward and **D** to move right.

### 1.2 Health and Stamina

Your hero has health and stamina (as well as his/her enemies).

Health indicates effects drawn by general harming reasons and increases gradually if the stamina is full.

Stamina is affected by player's actions such as moving and fighting. The range of stamina decreased depends on the amount of damage delivered to an enemy. Stamina fills up with the course of time.

### 1.3 Taking Objects

Press **E** on the keyboard while your character is standing on a cell with an item to take it. The object will appear in player's inventory if liftable.

### 1.4 Discarding Objects

To throw an object out of inventory or container perform a **left-click** on a chosen item. It will immediately appear on the cell where the protagonist stands. The discarded object can be taken again by your character through pressing **E** key.

### 1.5 Inventory and Containers

To open player's inventory the key **I** should be pressed. This very key closes the inventory, too. The inventory will also be closed if a player starts a movement.

Pressing **I** while hero is standing on a cell with a container will open this container simultaneously with his inventory. This action will allow us to exchange items between container and inventory. This is achieved through **dragging**.

**!WARNING:** Despite of the fact that items in inventory are easy to drag, items in containers require double taking before drag starts. This is known as bug #0147a and will be fixed in future releases.

As it was mentioned before objects can be discarded from inventory or containers with **left-clicking** in them.

## 1.6 Equipped Items

Weapons, shields, helmets, armor, clothes, footwear and much more can be equipped by the protagonist and other creatures. Open the inventory (key I) and drag a desirable item to a suitable equipment cell on the left side of the inventory window. If the cell is wrong (not suitable for that kind of item) the object will be return back to the inventory. Moreover, an item can be dragged to an equipment cell directly from a container.

Dragging an item out of an equipment cell will make your character unequip it.

## 1.7 Doors Entering

Locations in the game are represented as maps. To travel between maps a player needs to enter certain doors. These can be a real door (for example, a door to a tavern), a hole in a wall, or a crawlway to a beast's den. Actually, anything can be a portal to another map. To enter it a player must notice the green light to the right, left, above or under an object that is used as a door. Entering new map will be triggered after moving to the direction of this line while staying at the cell of a door.

## 1.8 Fog of War

Current version of the game has Fog of War turned off by default. So the whole map is revealed to the player.

## 1.9 Enemies

Enemies in the game are strong and vicious creatures. There are over a 100 types of enemies in version 0.9. Having notice the hero they strive to shorten the distance and cause an injury to him or her. Even an escape to another map will not help when a player is haunted. To **attack** an enemy just move continuously to the cell it stands on.

# 2. Editor Mode

## 2.1 Placing Objects

Any sprite from the game resources (or even from outer source) can be placed on any map. To do this perform a **left-click** in the Editor's panel (located in the right bottom corner of the window if the game is in the Editor mode) on a desirable sprite. It will appear in the left top corner of your browser. After that **left-click** on any place on a map will put this sprite in that place.

**!WARNING:** A placed sprite does not poses the properties of an object it could represent.

## 2.2 Removing Sprites

To remove a sprite from a particular place on map perform a **left-click** with **ctrl + shift** pressed at the same time.

## 2.3 Placing Items, Containers and Creatures

Despite of the fact that current version of the Editor doesn't have a handy instrument to place such objects they still can be put with commands:

```
placeItem(CellID, ItemID);  
placeContainer(CellID, ContainerID);  
creature.moveTo(CellID);
```

in the console.

## 2.4 Removing Items, Containers and Creatures

Removing these objects requires the same approach.

Commands:

```
removeItem(CellID, ItemID);  
removeContainer(CellID, ContainerID);  
creature.moveOut(CellID);
```

must be executed.

## 2.5 Placing Doors

There are 4 types of doors in the game: "Top", "Right", "Bottom" and "Left" depending on visual representation delivered by a sprite used as portal.

To place a door to another map navigate to upper left corner while being in the Editor mode. The available types of portals are represented as cell with green sides in compliance with their categories ("Top", "Right", "Bottom" or "Left"). **Click** one of it and then **click** on a desirable location on the map. Type in popup dialog the name of a map the portal should lead the player to.

## 2.6 Removing Doors

Hold **Alt** and **click** placed door to remove it.

## 2.7 Placing Obstacles

The Editor poses 2 types of obstacles: "Top" and "All" that prevent moving through them vertically and in all directions accordingly. To place a "Top" obstacle hold **Ctrl** and **click** on a particular cell of a map. To place an "All" obstacle hold **shift** while **clicking** on a cell.

## 2.8 Removing Obstacles

To remove an obstacle from a map **click** on with **alt** pressed.

## 2.9 Obstacles Visibility

Obstacles are invisible by default. To switch between hidden/revealed states use

**setObstacleVisibility(false);**

**setObstacleVisibility(true);**

commands.

## 2.10 Maps Saving and Loading

The game toggles map saving process automatically when player travels from one map to another. But in the Editor we are free to save the state of a map at any moment. Use commands

**saveMap('MapName');**

and

**loadMap('MapName');**

**!WARNING:** Any map can be modified using Chrome DevTools. This gives unsurpassed creation freedom to the level-designer (in fact, any sprite (in-game or outer) can be attached to a cell, as well as any CSS style inlined, and there are no limits in editing HTML, too). The only thing to remember is that all the changes will be displayed on the map saved.

## 2.11 How to enter editing mode?

To enter Editor mode add prefix **?Editor=true** to the URL of your game.

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