

**IT'S A WIPE!**

All the fun of managing a guild - without the people!

# Directions

*For The Care & Feeding  
Of Raiders*

## **Introduction**

Thank you for purchasing It's A Wipe and helping to support independent game makers! If you have ever spent hours raiding in a Massive Multi-Player On-line Game then you may have some idea of what went into inspiring this single player version. Even if you have not really played MMO's before, I hope that you find this an entertaining way to spend some time.

The following directions are intended to give a *very* in-depth explanation of the game. Feel free to just jump right in and learn as you go. Or, give the in-game Tutorial a try to get a slightly shorter (even the tutorial is a bit wordy) overview of how to play the game.

The goal of the game is to create a group (hereafter called a guild) of players and defeat increasingly difficult sets of fights known as Raids. Each time you win a fight, you will find new equipment that can improve your chances in the following, harder fights. Overall, you will need to figure out the correct tactics to use, and keep the members of your guild happy, to be successful.

On behalf of everyone involved in putting this little project together, thank you for giving it a try! I hope you enjoy, and feel free to let us know what you think at <http://www.iawgame.com/> !

- Harry Durnan, Project Lead & Programmer.

# **Table of Contents**

Title...	1
Introduction...	2
Getting Started...	3
New Game...	5
The Town Menu...	10
The Recruit & View Guild Member Menus...	12
Daily Chat Menu...	16
Store Menu...	17
Gift Menu...	18
Raid Selection Menu...	20
Raider Selection Menu...	21
Raid Role Selection...	23
Tank Assignment...	25
Healer Assignment...	27
DPS Assignment...	29
Row Assignment...	30
Combat...	31
Loot!...	34
Options...	36
Gameplay Options...	37
Sound and Video Options...	39
Announcement Options...	41
Loading A Game...	43
A Few Words of Advice...	44
Definitions...	45
Credits...	46

## Getting Started

When you load up the game, you will be presented with a screen similar to this:



This is the Main Menu. It is accessible at almost all points in the game by pressing the F1 key (or occasionally the ESC key). The options are fairly straight forward, but here is a quick description of them:

**New Game** – This option will let you begin playing a new game. If you are currently playing a game, it will first check if you are sure – as starting a new game will lose any unsaved progress.

**Load Game** – This option will allow you to resume a previously saved game. Like starting a new game, if you are currently playing it will ask if you are sure – as any unsaved progress will be lost.

**Save Game** – If you currently have a game in progress, this option will save your progress. In most game modes, there is also an auto save feature that will save your progress once a day (or, after each turn).

Saves are stored by the name of your guild and the current turn. So, if you start a new game using the same guild name as a previous game, it will let you overwrite any previous saves. You cannot save the game while in combat or more than once per week at the hardest difficulty setting.

**Quit Game** – This option will allow you to flee back to reality. If you are currently playing, it will verify that you wish to exit – as any unsaved progress will be lost.

**Credits** – This option will display those poor souls involved in the creation of this game.

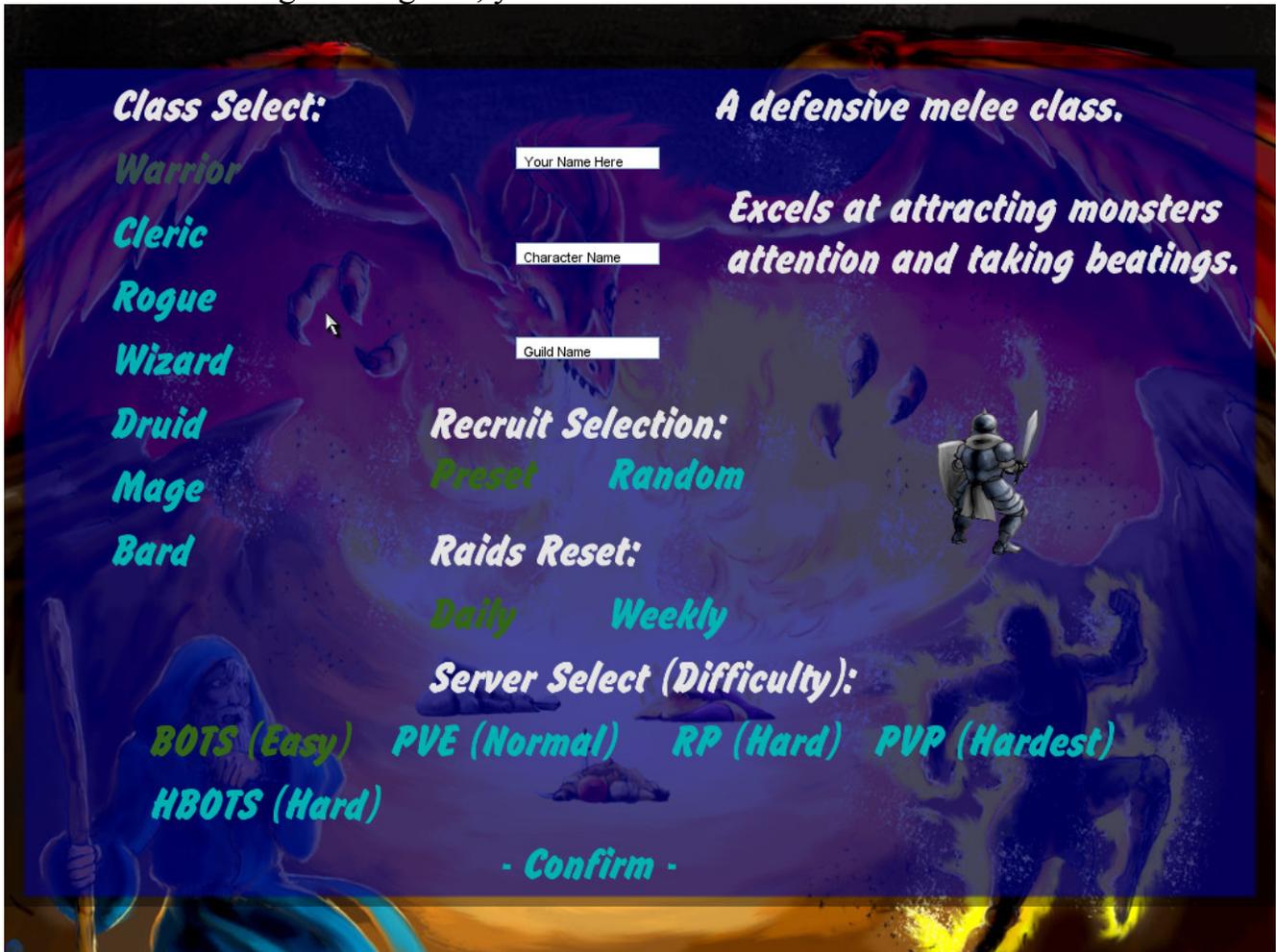
**Options** – This option will bring up the Options Menu. From here you can customize all sorts of game display and audio settings.

**On-Line Help** – This option takes you to an on-line copy of this document. If you are reading this, then you probably don't need to click on it.

When first starting, you may want to jump right into the options to set volume and window size to settings that you are comfortable playing with (see page 35 for more information on options). In the next section, we'll talk about starting a new game!

# New Game

When starting a new game, you will see a screen like this:



The central text boxes let you put in your name, the name of your character in the game, and the name of your guild. Just delete out the default values and put in whatever you want. Due to certain engine settings, backspace only registers once per key press. However, clicking on a box the first time will clear out the default text.

## **Classes:**

The left side of the screen lets you select what sort of character you would like to control in the game. There are no good or bad choices here, just pick something that you like! The only impact is that you may not want to recruit too many others of the same class as yourself. Here's a quick rundown on the available classes -

**Warrior** – These hearty fighters are a key figure in any guild. As a Warrior your job is to distract the monsters, and take a beating from them, while the rest of the guild works to slay your opponents or keep you alive. You can dish out a little melee damage, but your main features are a strong defense and a lot of health.

**Cleric** – These righteous healers are central to surviving a fight. As a Cleric your job is to cast healing spells to keep your allies alive, though in a pinch you can do some minor melee damage. Your healing can only aid a single ally at a time, usually a warrior, and can take a few turns to cast. But, it sure heals a lot of damage!

**Rogue** – These sneaky fighters are the backbone of any melee offense. As a Rogue your job is to slay your enemies with your dual blades, while getting hit as little as possible. You can deal out a large amount of melee damage... and that's about it!

**Wizard** – These learned practitioners of the mystic arts are the backbone of any ranged offense. As a Wizard your job is to blow up your enemies from afar with mystical spells, all while hoping that the warrior keeps the monster from eating you. You can deal a large amount of ranged damage... and that's about it!

**Druid** – These mystics of the woods use their arts to help heal the wounds of all. As a Druid you can use your magic to quickly heal all of your allies, or in a pinch you can do some minor melee damage. Your healing effects everyone, and casts quickly, but it only heals for a small amount. Druids also cast spells that amplify Clerics healing!

**Mage** – These crazed practitioners of the mystic arts use fire to burn away their foes. As a Mage your job is to burn your enemies from afar with mystical fire. Unlike the more focused Wizards, Mage fire will affect all enemies. However, its unfocused nature causes the individual damage to each opponent to be much less than a directed Wizard's blast. Mages also cast spells that amplify Wizard damage!

**Bard** – These colorful minstrels use song and sword to support their allies and defeat their foes. As a Bard your job is to use your songs to inspire your comrades, while doing some small melee damage with your blade. The support that you give your allies may be restoring magical power, soothing wounds, improving their combat prowess, or even more effects! However, there is no way to tell what effect a song will have. Sometimes it will turn the tide of battle, while other times it may not do anything useful at all.

## **Recruit Selection:**

Under the text boxes, there is an option to have a **Preset** group of raiders available or a **Random** selection of raiders.

**Preset** raiders have set stats that are balanced for the difficulty setting.

**Random** raiders have random stats that may make the game much easier or more difficult. Additionally, some raiders may not be initially available.

## **Raid Resets:**

In the middle of the screen there is an option to have **Daily** or **Weekly** raid resets.

**Daily** resets allow you to repeat the same raids over and over with no delay, but partial progress is reset if you wipe.

**Weekly** resets allow you to try to repeat raids from a fight up until the end of the 7 day cycle. But, once beaten they cannot be done again until the next week.

## **Difficulty:**

At the bottom of the screen there are three difficulty options. Here's a quick explanation of how the different options work -

**BOTS** – This is the easiest game setting. Morale is disabled, you can save an unlimited number of times, and monsters are at their lowest difficulty.

**P.V.E.** (or Players Versus Environment) – This is the second easiest game setting, and is strongly recommended if this is your first time playing the game. Players are more friendly towards one another, you can save an unlimited number of times, monsters are easy, and there is a greater chance of good random events happening.

**R.P.** (or Role-Playing Preferred ) - This is a slightly more difficult game setting. Players are less friendly with one another and have more extreme personalities. Other than increased difficulty in keeping people happy and slightly more difficult monsters, it is identical to PVE.

**HBOTS** ( or Heroic Bots) – This is a challenging game setting. Morale is disabled, but the monsters are at their strongest settings.

**P.V.P.** (or Player Versus Player) – This is the hardest difficulty game setting, and is not recommended unless you really like a challenge. The fights are more difficult, the players mostly dislike one another, you can only save once per week, and there are additional bad random events.

- Like most menus, there are keyboard shortcuts here. The up & down arrows will change the character class, and the left & right arrows will change difficulty settings. The Enter key will also confirm your selections when you have finished.

Once you have finished and pressed the Confirm button at the bottom of the screen, you will be presented with the option of playing the Tutorial. If this is your first time playing, the Tutorial can be a helpful guide to how the game works (especially if you didn't read this lengthy instruction manual). If you made a mistake when filling out your information, you can always select No to playing the tutorial and then start a New Game again. Otherwise, there is no way to change the information once it has been entered.

After completing, or skipping, the tutorial you will be brought to the Town Menu, which is covered in our next section.

## The Town Menu

The Town Menu should appear something like the below image:



This is the central menu for playing the game. From here you can recruit players to your guild, check on their status, ply them with gifts, or go on Raids. The current game day and weeks played are displayed at the top of the screen, as well as your guild name and current gold supply. Special items may also be displayed at the top of the screen if you find them! Let's go over what these options do -

**Raid** – This option will take you to the Raid Selection screen. From here you can attempt to defeat the various battles that make up the game!

**Take The Night Off** – Very few people want to raid every day of the week. Taking a night off every once in a while will help keep your guild members from getting sick of raiding.

**Recruit Guild Members** – This option will allow you to add new members to your guild. You will need 9 other people to win most fights, though you can recruit as many players as you wish. Granted, if you recruit people and never let them raid, they will likely quit eventually.

**View Guild Members** – This option will let you view the statistics of players that have joined your guild.

**Spend The Day Chatting With...** - This option will allow you to spend a day giving face time to a selected guild member. This will likely improve the morale of the selected member, though others in the guild may get jealous.

**Buy Items** – This option takes you to the store where you can buy items for use during Raids or items that you can give to guild members to increase their morale.

**Use Items** – This option takes you to the screen where you can give morale gifts, bought in the store, to guild members.

**View Guilds** – This option brings up a display showing your guild's average gear score (or points) compared to that of other guilds in the game.

**Player Made Raids** – This option brings up a display of any player made raids that you have downloaded. You can select one to run your guild through these player created challenges. These do not reward (or penalize) morale or loot.

- Take The Night Off requires confirmation after selection. Other menu items will take you directly to the appropriate screen. You can press the keyboard number for any option to select it, and the Enter key to confirm.

After completing a raid, you will be returned to this screen. The number keys that correspond to the Town Menu selection may be used as keyboard shortcuts with Enter for confirmation. As a reminder, you can bring up the Main Menu here by pressing the ESC key or the F1 key.

## The Recruit & View Guild Member Menus

These menus should look something like the below image:



From this screen you can look at information about the various available recruits, or current guild members. The left side will display the first 10 players, and you can use the right arrow button at the bottom to go to the next 10. If you are on any page other than the first, a left arrow button will become available to allow you to go back to the prior 10 players. You can also use the up and down arrow keys to scroll through the list. The Back button in the lower left corner will return you to the Town Menu.

Let's take a look at the different fields that are displayed for the selected player -

**Player** – The name of the person who plays this character in the game.

**Character** – The name of the character in the game, as seen on the left side of the screen.

**Class** – The class of this person's character. (*See the New Game section for more details on the different classes.*)

**Main Hand** – This is the weapon currently equipped by this character. You can click on it for a description and stats.

**Off Hand** - This is the off hand item currently equipped by this character. You can click on it for a description and stats.

**Armor** - This is the armor currently equipped by this character. You can click on it for a description and stats.

**Trinket** - This is the trinket currently equipped by this character. You can click on it for a description and stats.

**HP** – Hit Points, or Health Points, are a measure of how much damage this character can take before death.

**MP** – Magic Points, or Manna Points, are a measure of how much magical energy this character can wield. All spells use these points to cast.

**AP** – Armor Points are a measure of how much damage a character's armor will prevent.

**DPS** – Damage Per Second is a measure of how much damage a character will do with an attack.

**Gear Score** – A number relating to the level of equipment a character is wearing. This has no real redeeming value other than being used as a measure of how well a character is doing in the fantasy world.

**Personality** (*Recruit Screen*) – Click on this button for more information about the player.

**Morale** (*View Screen*) – A score relating how happy this player is with the game and the guild. The higher the number, the happier the player. If this value drops too low, they will consider quitting the guild. This can also be clicked on for more detailed information about the player's feeling.

**Perk/Disad(vantage)** – Some characters have special skills that can help the guild in battle or terrible weaknesses that can inhibit their ability to play. Herbalists can produce healing potions to help out the raid, while Alchemists can produce manna potions that will help casters be able to keep going longer. Disenchancers increase the amount of gold gained when getting rid of unused gear. Team Players don't lose as much morale when other guild members get loot. Good Connection means that they tend to not go link dead. Dial Up means that they are using an old modem connection and are more likely to go link dead. Unstable means that they are more likely to perform actions outside the planned strategy.

**Threat Modifier** – A value referencing how much attention this character's actions will attract monsters. To put it simply, a character with a high thread modifier will be attacked more often by monsters.

**Crit Chance Bonus** – The percentile bonus that a character will score a critical hit. By default, all attacks have a 1% chance of being a critical hit.

**Crit Damage Multiplier** – A value that damage is multiplied by when a critical hit occurs. Thus, a value of 2 would mean that a critical hit would be double the normal damage.

**Crit Heal Bonus** – The percentile bonus that a character will score a critical heal. By default, all healing spells have a 1% chance of being a critical heal.

**Crit Heal Multiplier** – A value that damage is multiplied by when a critical heal occurs. Thus, a value of 2 would mean that a critical heal would be double the normal healing.

**Ability** – Some classes have special abilities, namely Warriors, Clerics, and Druids. Warriors have AOE Taunt, which lets them attract the attention of multiple opponents during a single round of combat. Clerics and Druids have Battle Rez, which can be used once per fight to restore a dead ally to life. *(Note: This ability can only be used once per fight, no matter how many people have it. Having multiple healers does not allow for multiple uses.)*

When on the Recruit Screen, you can select the Confirm button on the bottom left to add the selected player to the guild. There is also a small display at the bottom of the screen listing how many members you have in the guild, broken down by character class. On the View Screen, your character's morale will be the average morale of the entire guild. Additionally from the View Screen you have the option of kicking members from your guild – expect yourself.

- The up and down arrows keys can be used to traverse the list of players, or the number keys can be used to jump to a specific player. On the Recruit Screen, the Enter key is a shortcut for the Confirm button.

## Daily Chat Menu

This menu is almost identical to the View Guild Member menu. Here's a screen shot anyhow!



From this menu you can select a guild member, and choose to spend a day chatting with them. This will often increase their morale, though others in the guild may become jealous. Otherwise, this is treated like taking the night off from raiding. Item & Morale information are also available on this screen, in the same fashion as the View Guild Member menu.

- The up and down arrow keys can be used to traverse the list of players, or the number keys can be used to jump to a specific player. The Enter key can also be used to confirm the selected player you wish to chat with.

## Store Menu

The Store Menu should look something like the image below:



From this menu you can buy all sorts of items to help improve morale, or to help out during a raid. Items with a cost displayed in gray are more gold than you can afford and may not be purchased. The majority of items are morale items, with the exceptions being the Heal-Up Potion, Full-O'-Manna Potion, Rez Stick, Forgiveness, & Mysterious Orb.

The Heal-Up and Full-O'-Manna Potions may be used during a raid to fully restore a character's hit points or manna points, respectively. The Rez Stick can be used during a raid to restore a dead character to life, much like the Battle Rez ability. Forgiveness is a gift that can only be given to players that have quit the guild. This will make them recruitable once again.

Finally, there are a set of Mysterious Orbs that can be found throughout the game. If you collect all 7 a wish granting Dragon... wait, wrong game... If you collect all 7 it will unlock something special! If you are having trouble finding some of the orbs, you can purchase them from the store for a large amount of gold.

There are multiple pages of items, with 10 being displayed at a time. You can use the arrow buttons to go to the next, or previous, list of 10. The up and down arrow keys can also be used to traverse this list. To buy an item, select the Buy Item button at the bottom right of the screen (or press Enter). The Back button in the bottom left corner will return you to the Town Menu.

## Gift Menu

The Gift Menu should look something like the below image:



Though your screen may differ, especially if you don't have any gifts! If you have purchased a morale gift from the store, it will be displayed in a list on the left side of the screen. On the right side of the screen you will see a list of players and their current morale. Select the Give Item button (or press the Enter key) to give the selected item to the selected player and improve their morale! One item of note, certain players like some gifts more than others.

## Raid Selection Menu

The Raid Selection Menu should look something like the below image:



From this menu, you can select which Raid you wish to attempt. The Raids are listed on the left side of the screen, and upon selecting one a brief description will appear on the bottom right. As you beat the different Raids more difficult ones will become available. Also, after beating a Raid, you will see a check mark appear before its name. Once you have chosen the Raid you would like to attempt, simply press the Confirm button (or press the Enter key). The Back button will return you to the Town Menu.

## Raider Selection Menu

After selecting a Raid, you should see a screen similar to this one:



From this screen you can choose which guild members to take on a Raid. As the guild leader, you must always go on each raid. Besides yourself, you can take up to 9 other guild members (with the exception of the Tutorial, which is you and 4 others).

The list of available guild members is displayed on the left side of the screen, while those in the Raid group are on the right. If there are more than ten available raiders, arrows will appear under the list that will allow you to move to the previous or next ten raiders.

You can highlight a guild member and choose to either add or remove them from the raid by clicking the appropriate arrow in the center. Once you are happy with who is in the current raid, select Confirm to continue on and plan your strategy.

There are Save and Load buttons on the lower right side of the screen. Choosing Save will store the list of who is currently in the Raid. You can then use Load to restore this set-up, so that you don't have to keep adding the same people back into the Raid. The Add All button will automatically fill the raid from available raiders. This can be useful if you are just getting started and haven't already saved your preferred raid set-up.

A good rule of thumb when building a raid group is that you want a couple of Warriors (also know as tanks), a few healers, and the rest as damage based classes. Feel free to experiment with different configurations until you find something that works for you!

When you select a member of a Raid, you will also have the option to move them up or down in the raid. Two buttons will appear, slightly above the Back button, as appropriate for available changes in position. This is the only place where you can change the ordering of your Raid. And, as always, the Back button will return you to the Town Menu.

## Raider Role Selection

After you have selected your Raiders, you will be presented with this screen:



From this menu you can set which role each member will fulfill in the Raid. There are 3 basic roles:

**DPS** – This raider will focus on doing damage to enemies.

**Healer** – This raider will focus on healing allies. (Clerics and Druids only.)

**Tank** – This raider will focus on getting enemies to attack them.

Certain classes are far better at some roles than others, but you can assign people to be any role that they can actually fulfill. So, while you can tell your Cleric to try to Main Tank, you cannot tell your Warrior to try to Heal. Also, when you adjust a character's role they may move from the front or back row as appropriate for the selected role.

If you dislike your changes and want to reset everyone to their default role, you can press the Assign Default Roles button on the bottom right of the screen (or the A key on the keyboard). Once you are happy with the assigned role, you can press the Confirm button (or the Enter key) to continue setting up your battle plan. And, as usual, Back will return you to the Town Menu.

- Note: You must have at least one Raider assigned as a Tank to continue.

## Tank Assignment

After confirming roles, you will be taken to a series of screens like this:



For each monster in a fight, you will be asked to assign a Tank, or Tanks. The 'Tank' is the person who will be attempting to attract the attention of this monster, so that it attacks them instead of weaker raid members. Typically, this will be a Warrior. You can assign multiple Tanks to a single monster. This is usually done so that in case one of them dies, there is still a back up person to keep the monster from killing the other Raiders. Only Warriors can effectively Tank more than one monster at a time.

Each monster must have one Primary Tank, noted by the P in the symbol and on the display to the right. In the case of identically statted Tanks assigned to a monster, the Primary Tank will be the one to win out (if you consider getting beat on by a monster winning). You can click on a raider to switch their Tanking status On of Off. Off being noted by the crossed out shield. Anyone set to Off, will not attempt to attract the

attention of this monster. Alternatively, you can highlight a Tank with the up and down arrow keys, and then press the space bar to toggle Tanking status. The Primary button at the bottom of the screen, or the P key, will switch the Primary Tank to the currently highlighted raider. When you are happy with the layout, press the Confirm button, or press the Enter key, to continue on. Finally, the Back button will return you to the Raider Role Selection screen, instead of the Town Menu!

## Healer Assignment

After setting up Tanks for all monsters, you will be brought to this screen:



From this screen, you can lay out how your Clerics should behave during combat. However, if you do not have any Clerics assigned as Healers in your Raid it will skip over this screen during the raid set-up. Initially, all healers are set to a default of healing the Most Injured Raider. This means that they will use their own best judgment when choosing targets for healing spells. You also have the option of assigning them to focus on Tank assigned raiders or a particular Tank.

You can use the Up and Down arrow keys to traverse the list of healers. You can then click on the Tank you would like them to focus their healing on, set them back to default (Most Injured Raider), or set them to focus on the Most Injured Tank. You can use the number keys next to the tanks as a shortcut, press the D key to set the currently selected healer to focus on the Most Injured Raider (Default), or press the M key to set

the currently selected healer to focus on the Most Injured Tank. When a Healer is assigned to a Tank, they will get a number appended after their name that coincides with the Tank they will focus on & their name will be colored green. Healers set to Most Injured Raider will have their name colored red and those set to Most Injured Tank will have their name colored blue.

When you are happy with Healer assignments, click the Confirm button at the bottom of the screen (or press the Enter key) to continue on. The Back button, on the lower right side of the screen, will return you to the beginning of Tank assignments.

## DPS Assignment

The next screen you should be presented with will look something like this:



From this menu you can set the priority of targets for your DPS assigned Raiders. They will attack Target 1 until it is dead, then Target 2, then Target 3, and so on. To change the priority, simply select the Raider whose targets you wish to change by clicking on them, or pressing the number key that corresponds to their name. You can then select a target and Up and Down buttons will appear on the bottom right side of the screen. By pressing these you can adjust their spot on the target list.

When you are happy with your assigned targets click on the Confirm button, or press the Enter key, to continue. The Back button will return you to the Healer Assignment screen, or if you have no Healers in the raid it will go to the Tank Assignment screen.

## Row Assignment

The final Raid set-up screen should look something like this:



From this screen you can change which row a Raider is standing in. Melee characters can only attack from the front row. Healing and Ranged attacks can be performed from either row. Raiders in the back row take slightly less damage from melee attacks and draw less attention from monsters than those in the front row.

To switch a Raider's row, simply click on the current row symbol and you will see them move to the opposite location. Using the keyboard, you can press the number key for that Raider or use the up and down arrow keys to traverse the list. Once a raider is highlighted, you can press the Spacebar to change their row. When you are happy with row assignments click the Confirm button, or press the Enter key. The Back key will return you to the previous Raid set-up screen, typically DPS Assignment.

# Combat

After confirming your raid set-up you will be presented with this screen:



When you see this window, you are finally in combat! Combat is broken up into rounds, during which you can “shout out” one command to your raid, or use one item. After you confirm your command for each turn, the Raiders and monsters will do battle! Your guild will typically follow your commands, or the general plan that you established over the previous screens. A command issued on a turn will always override the default plan that you made ahead of time. We will look at an example of this after we go over what these commands do:

**Stick With The Plan** – This is effectively not issuing an order this turn. You let your Raid go with the roles set-up before the fight began.

**Focus DPS** – This will allow you to select some, or all, of the DPS members in the raid

and tell them to attack a new target. They will make this target their new default target, and continue to attack them on subsequent turns.

**DPS Attack** - This will allow you to select some, or all, of the DPS members in the raid and tell them to attack a new target. They will only attack the specified target this turn, then return to their normal target.

**Healers Attack** – This command tells any Healers not currently in the process of casting a heal to attack the monsters instead. Healers in the back row will temporarily move forward to be able to melee.

**OMG! Heal** – This command tells all Healers to stop what they are doing and quickly try to heal the specified Raider.

**OMG! Kill** – This command tells all the Raiders to stop what they are doing and quickly attack the specified monster.

**Keep The Tanks Up!** - This command tells all Healers to prioritize healing spells this turn on anyone assigned to the Tank role.

**Raid Heals!** - This command tells all Healers to prioritize healing the most wounded Raiders this turn, even if they are otherwise assigned to focus on a specific Tank.

**Switch Row** – This command tells a Raider to switch their current row.

**Back Up!** - This command tells all Raiders to move to the back row for this turn.

**Hug the Mob!** - This command tells the Raiders to move to the front row for this turn.

**Stop DPS** – This will allow you to select some, or all, of the DPS members in the raid and tell them to stop attacking for this turn.

**Tank Switch** – This will allow you to switch around which Tanks are trying to attract the attention of what monster. It is very similar to the Tank Assignment done earlier during the Raid set-up phase.

**Healer Switch** – This will allow you to switch around who the Healers will try to cast their healing spells on. It is very similar to the Healer Assignment done earlier during the Raid set-up phase.

**Change Role** – This command allows you to switch one Raider's role, in a similar fashion to the Raider Role Selection done earlier during the Raid set-up phase. Note, that this will only allow you to change *one* Raider's role.

**Activate Ability** – This command will allow you to use the Battle Rez ability, if someone in the Raid has it, or to use combat items purchased in the store.

**Out Of The Fire!** - Some monsters may spew pools of molten fire or poisonous acid onto the floor. Often times your Raiders will continue to stand in these, unless specifically told to move out of them.

**Main Menu** – This button will open the Main Menu.

**Confirm Raid Command** – When you have selected what order you wish to issue this turn, press the button to begin the fight!

Let's look at a quick example of how issuing a command can override the default actions. Say you are fighting two Ax Orcs, Ax Orc 1 and Ax Orc 2 for ease of reference. If you originally assigned half of your DPS to attack Ax Orc 1 and the other half to attack Ax Orc 2, but changed your mind after seeing the first round of combat you could issue a command to change everyone's targets. If, on the second turn, you choose Focus DPS and select All DPS target Ax Orc 1, then all of the DPS would attack Ax Orc 1 during the second round of combat.

You may have noticed there are a couple additional buttons on the screen. The View Raid button will hide the combat commands, allowing you to get a better view of everyone's status. The Flee Raid! button will return you to the Town Menu. However, fleeing from a raid counts as having lost the fight and will adversely impact morale. It can save time when you know that you have already lost a fight and don't want to drag it out the remaining turns it will take the monsters to slay the rest of your Raid.

Once you confirm your commands, you can go ahead and watch everyone fight it out! Random events may also occur, some of which are beneficial, some harmful, and some that are just meant to be silly. Best of luck, and go get those monsters!

- Reminder: You cannot save the game during combat.

## Loot!

If you win a fight, you will usually see a few screens like this:



Other than the satisfaction that comes from defeating your foes, you will also find new equipment for your Raiders! The left side of the screen will list the Raiders for whom the item is an upgrade and their current morale. Raiders are a fickle lot, and will only accept items with an equal or higher Gear Score to what they currently have. The item that dropped will be displayed on the upper right side of the screen. If you select a Raider, what they are currently using will be displayed on the bottom right side of the screen for you to compare the two items.

- Note: You can hover over a raider to see a tool tip showing information on his or her personality.

When you decide which Raider you want to give an item to, simply click the Confirm button (or press the Enter key). Note that those who do not get the item may be upset at being passed over. In addition to items, you will also find gold that can be used to purchase things from the store back in town. If you do not wish to give anyone the item, you can choose to disenchant it for additional by pressing the Disenchant Loot button, which will avoid any hard feelings over loot distribution

## Options

The main Options screen looks something like this:



From this screen you can: go to edit the Gameplay Options (which allows you to change items such as the game speed, tool tip pop up times, and a few other gameplay related options), the Sound and Video Options (which allows you to change things such as the screen size and the music volume), or the Announcement Options which allows you to customize the text that scrolls down during combat. And, much like the names imply, View Background Art and View Character Art will let you view the various background or character images for Raids that you have unlocked.

## Gameplay Options

The Gameplay Options screen should appear something like this:



**Combat Speed** – As the name implies, changing this setting will cause combat to occur at a faster or slower rate. If you are having trouble keeping track of what is happening, you may want to turn the speed down.

**Pause Game on Tab** – If this option is set to True, the game will pause whenever the window is not the main focus on the desktop. So, if you set it to False, you can let combat play out while you browse the Internet (don't come crying to us if you come back and find everyone dead though!)

**Play Fight Introductions** – This setting allows you to disable the brief introductions before each fight.

**Play Raid Endings** – This option allows you to skip over the victory celebration whenever you beat a Raid (how sad).

**Tool Tip Timer** – This option allows you to set the delay in seconds before tool tips appear.

**Menu Font** – This option will change the font for most of the menus in the game to the selected type.

**Save As Default Options** – This button will save the current options for use whenever the game is started.

- Important Note: The Default Options are only for starting a new game. Options are saved into individual save game files. When you load a saved game, whatever the options settings were at the time the game was saved will be restored.

## Sound And Video Options

This option screen should appear something like this:



**Screen Size** – This will set the size of the game window to match these specifications. Setting it to a larger size than the monitor supports may cause issue to occur.

**Tank Color** – This setting will change the color of all Tank menu & character displays to the selected color.

**Healer Color** - This setting will change the color of all Healer menu & character displays to the selected color.

**DPS Color** - This setting will change the color of all DPS menu & character displays to the selected color.

**Master Volume** – This setting will adjust the overall volume of all game sounds.

**Music Volume** – This setting will adjust the volume of all game music.

**Effects Volume** – This setting will adjust the volume of all game sound effects.

**Save As Default Options** – This button will save the current options for use whenever the game is started.

- Important Note: Options are also saved into individual save game files. So, when you load a saved game, whatever the options settings were at the time the game was saved will be restored.

## Announcement Options

The Announcement Options screen should look something like this:



**Announcement Font** – This allows you to select which font all announcement will use. Pick something that you find easy to read!

**Standard Color** – This allows you to change the color of all announcements in the game, with the exception of Flavor Text announcements. All combat text will be displayed in this color, so pick something that you like!

**Flavor Color** – This allows you to change the color of all announcements during combat that don't directly relate to damage or status. You can just set this to match the Standard coloring if you wish.

**Announce Type** – This allows you to change the way game announcements display. Dropping will cause announcements to fall from the top of the screen down to the bottom. Rising is the opposite of Dropping, announcements will rise up from the bottom of the screen and vanish off the top. Bulletins works like Dropping, except in combat. In combat, all text will appear in a small window in the upper left (L. Bulletin) or the upper right (R. Bulletin) corner of the screen.

## Loading A Game

The Load Game screen should look something like this:



To load a game, simply highlight a game file and press the Confirm button. If you currently have a game in progress, all current unsaved progress will be lost. Once a game has been loaded, you will be returned to the Town menu.

The Delete button will also allow you to delete saved game files. You will also be presented with a confirmation request, as once a saved game is deleted it is permanently erased.

If there are more than 10 saved games, a right arrow button will appear at the bottom to allow you to traverse the full list of saved games. After hitting right once, you will also see a left button that will allow you to return to the previous list of 10 saved game files.

## **A Few Words Of Advice**

- If you are new to the game, try to build a balanced group. Taking all DPS classes may make for quick fights, and not in the way that you would wish.
- Druids and Mages may seem weak early on, but they can be quite useful.
- Not every raid command may be useful for every fight... but, they are all useful for one fight or another.
- There is some overlap in loot between various fights, but the odds of finding a particular item may vary quite a bit. If you are having trouble finding gear for a particular class, you may need to try some different raids.
- Don't forget about Morale! Not everyone wants to Raid every night of the week. It's useful to give your guild breaks every now and again.
- Don't get frustrated! A lot of the fights are like puzzles. There's some key to figuring them out. Though, sometimes, you may just need better gear for your raid.
- It's only a game! Don't take it too seriously! Have fun! Try different things. and remember that you can always load up that saved game!

### Keyboard shortcuts:

- The F8 Key, or the little blue button on the bottom left of the screen, will open a log of announcements that have occurred.
- Ctrl + P will take a screenshot, that should save to the game\data\screenshots sub-folder under where the directory where the game is installed.

## **Definitions**

**A.F.K.** (Away From Keyboard) – A way of saying that the actual player is not at the computer, though the character remains in the game world.

**D.P.S.** (or Damage Per Second) – A term that comes from actual on-line games. It literally refers to how many points of damage a character could do per second. In this game, it refers to the role of doing damage in a fight.

**Loot** – A term for treasure, typically found by slaying monsters.

**Mob** – An abbreviation for monster commonly found in on-line gaming.

**Raid** – A series of challenging fights, typically within a single dungeon like area.

**Tank** – The role of one who tries to attract monsters, so that they attack him or her instead of other allies.

## Credits

Original Concept:

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Oliver Whillans

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Additional Art & Effects:

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This Manual Hacked Together:

Harry Durnan

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# TORQUE

This game was written using the Torque 2D engine V. 1.8 (only slightly modified).