



Table of Contents:

Introduction	2
Keyboard and Mouse Controls	2
Joystick Controls	3
Main Menu	3
Saving the game	3
Heads Up Display (HUD)	4
Gameplay	4
Improving your Hero	4
Level Editor	5
General Layout	5
Camera Controls	5
Placing Walls	5
Placing Lights	6
Placing Scenery	6
Level Validation	6
Saving and Loading.	6
Play Testing.	6
Intellectual Property Rights Statement	7

Introduction

Heavy Blade is a 3D action based dungeon crawler. A wizard has stolen the gold of our town and retreated to his dungeon. Summoning monsters to his aid, he is well guarded in a series of dungeons. Your quest is to enter these dungeons, retrieve the gold, and defeat the wizard.

Keyboard and Mouse Controls

[W] or [Up Arrow]	Move Forward
[S] or [Down Arrow]	Move Backward
[A] or [Left Arrow]	Strafe left
[D] or [Right Arrow]	Strafe right
[Q]	Previous weapon
[E]	Next weapon
[F11]	Toggle Full screen
[ESC]	Open Pause Menu during gameplay
Left Mouse	Magic Attack
Right Mouse	Weapon Attack
Mouse Button 3	Previous weapon
Mouse Button 4	Next weapon

Joystick Controls

Left Stick	Move hero
Right Stick	Aim camera
LT	Magic attack
RT	Weapon attack
LB	Previous weapon
RB	Next weapon
Menu	Open Pause Menu during gameplay
Directional Pad	Navigate Menus
A	Select menu

Main Menu

Play - Continues your game

New Game - Erases your progress and starts a new game

Options - Opens the game options menu

Quit - Quits to desktop

Saving the Game

The game uses an autosave feature when completing or quitting a level, or upgrading your hero. You cannot save your progress in the middle of a dungeon but all dungeons can be completed in a short amount of time.

Heads Up Display (HUD)

In the top left corner the following items are displayed:

- Red circle (health)
- Blue circle (mana)
- Number of keys you have
- Amount of gold collected

Gameplay

Your goal in each dungeon is to slay the monsters and find your way to the exit. Along the way you will find vials to restore your health (red) and mana (blue). Collect bags of gold to increase your score which can be used to improve your hero. Gold is dropped by slain monsters, inside barrels, or just laying around.

New weapons are unlocked on the completion of an entire dungeon. Each weapon has a unique magic ability.

Doors require keys to unlock and open them. To open a door simply move next to it with a key. Keys are hidden in the dungeons or carried by trolls that must be defeated.

Improving Your Hero

On the quest selection menu there are buttons for entering the Character and Blacksmith menus. You can upgrade your armor, magic, health, and weapons by spending your gold in these menus. Upgrading is vital to making it through the game.

Level Editor

Heavy Blade comes with a Level Editor built in. Create and share your own dungeons or modify the ones from the single player campaign. To enter the Level Editor choose Editor from the main menu.

General Layout

The editor is divided into 4 quadrants. The upper left contains a 3D preview of the level. The top right contains the top view tiled map where you edit. The bottom right contains the tile palette. The bottom left contains the editor menu buttons and validation results.

Camera Controls

There are several ways to control the camera while editing. Left click and drag on the preview window to tilt the camera, while right click and drag will move forward and backward in the direction the camera is facing. Right click and drag on the tiled map to pan around the level. While doing this the camera is placed at the normal camera height and moved to the position of the tiled map.

You may also plug in a game controller and use that to move around the map while using the mouse to edit.

Placing Walls

The game uses a simple tiled map format to snap 3D models together to form the dungeon. Each square on the grid represents a floor, wall, enemy, pickup, or other scenery. You do not have to worry about fine placement of each object, position of lights or environmental sounds. Lights and sounds are created automatically from the appropriate tiles.

Placing Lights

The engine has a limited amount of lights that are visible at any given time and the player's 'flashlight' always counts as the first light. In most cases you will want at most 3 lights in a single room. Any more than this will cause more rendering passes and slow the game down. If you place more than 5 lights close together they will not appear and may flicker in and out depending on which ones are closest to the camera. It is best to keep the level spread out to keep the number of lights visible at any time reduced.

Lights are emitted from real world objects. Instead of placing lights directly you must think about where to place the object that is creating the light.

Placing Scenery

When placing scenery such as a barrel or enemy, the engine will automatically change the item into a dynamic object and replace the floor tile under the scenery with one that matches the surrounding floor. For this reason it is recommended to place scenery after deciding the floor. If the proper floor tile isn't showing in the editor you can either save and reload the level, or change the tile to a floor piece and then place the scenery again.

Level Validation

Pressing the validate button will check the level for errors. Each level must have exactly one start position and one exit position. If there are any errors the editor will display them under the editor buttons.

Saving and Loading

Press the load or save button to load and save levels on your hard drive. This will display a standard file dialog box. You may locate and load the levels provided with the game. You may give your file any extension you like. To share your level with someone simply give them the file you saved and they will be able to load and play it from the editor.

Play Testing

Play testing in the editor is instant! Press the play test button and the 3D preview will expand to the full screen. The player will be reset to the start position and score and keys will also be reset. To stop play testing either exit from the pause menu, die, or finish the level. To test different areas of a level you may want to temporarily move the start position.

Intellectual Property Rights Statement

Copyright 2018 Egerter Software. Heavy Blade is a trademark of Egerter Software. All rights reserved.

NOTICE:

Egerter Software reserves the right to make changes and improvements to this product at any time and without notice. Unless stated to the contrary, all characters, business names, events, and products included within this title are all fictitious and any similarity with any existing people or organisations is purely coincidental.