

CODEWALKERS

Game Guide

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Welcome to the world of CodeWalkers...

In the not-so-distant future, humanity's reliance on technology has grown beyond what we could have imagined. Cyberspace connects everything, from phones to appliances and everything in-between. But while almost anyone can operate these devices, precious few know how to develop, change, or protect them. Those who do are known simply as Hackers.

Hackers rely on their virtual partners, sentient developmental AI known as CodeWalkers, to program changes in cyberspace. Over recent decades, these AI have branched into three main categories:

The pacifist and protection-focused Whitehats.
The aggressive and manipulative Blackhats.
The disciplined and balanced Redhats.

Hackers work with their CodeWalkers to build their affinity toward the needed skills or abilities for their work and goals. Some focus on becoming network-repairing healers, while others focus on program-destroying capabilities. And while a never-ending rivalry exists between these 'tribes', a crisis arises that will require them to stand and fight side-by-side: the Vagrants.

Nobody knows where these corrupted and autonomous AI came from. While research is still ongoing, what we do know is that they appear to be aggressive, corrupt CodeWalkers that multiply like the computer viruses of old. You can never turn your back on a Vagrant — it will be the last thing you do.

Now, Hackers and their CodeWalker partners are training worldwide to face this new threat. So go, choose your partner, guide them in their growth, customize their abilities... and get ready for the fight of your life.

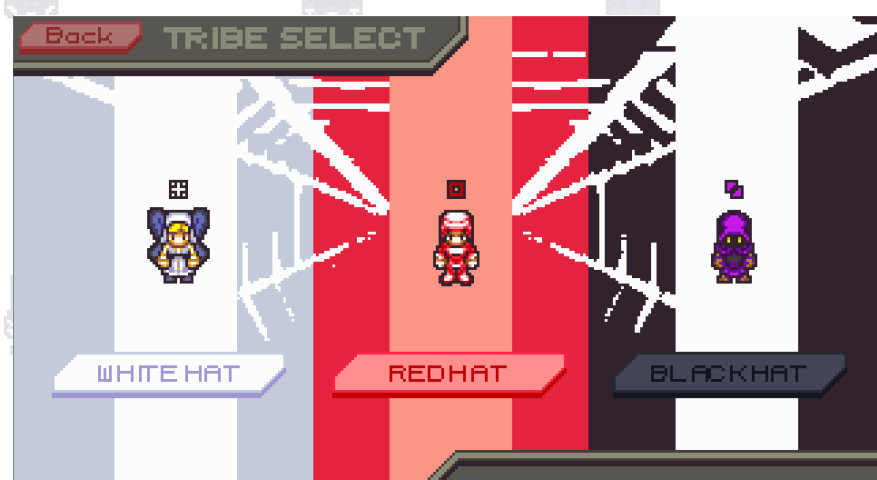
Getting Started:



CodeWalkers is effectively split into two parts — raising and customising your CodeWalker partner, and battling other players worldwide in the online arena. This section will guide you on training and developing your first CodeWalker, and then the next section will give you a run-down of online play.

1. Status Screen

On clicking “Train Partner” for the first time, you’ll be taken to the Tribe Select screen:



Each tribe has a unique set of possible forms your CodeWalker can take, so start with the one that fits your playing style best by clicking their nameplate:

- **Whitehats** are typically excellent healers. While often suffering reduced offensive stats, their status-effect abilities and self-recovery bonuses are second to none.
- **Redhats** generally enjoy higher physical stats (ATK, DEF, etc). While many tend to favour close-range attacks, they pack a punch that generally makes up for the trickier battle tactics required to run them well.
- **Blackhats** are the Technical stat specialist (T.ATK, T.DEF, etc). Many of these feature ranged skills, and are known for status-effect skills, even though their stats for these are rarely as high as Whitehats.

Once you’ve chosen your partner, you’ll land on their Status Screen:



This screen will give you an overview as to how your partner's training is going, and can be broken down into the following areas:

Affinities	This window shows the status affinities you are training your CodeWalker for. Note that these are not battle status! Rather, they show the type of status or skill focus you're training toward. Using a real-world example, if your goal is to become a marathon runner, you might focus on building up both your speed and stamina. For CodeWalkers, if you're aiming to help them grow and transform into a form with ATK or DEF buffs, you would likely focus on training these areas. A timer bar for Training cooldowns is highlighted above your Affinities list, so keep an eye on it to keep up your training. You can visually see what your CodeWalker is leaning towards as they grow, and this is important! Transforming to stronger forms relies on training the right combinations of Affinities, so give it your best!
EXP Bar	Every time you complete a Training exercise with your CodeWalker, this bar fills slightly. If you've trained the right Affinities by the time it fills, your CodeWalker will transform into something stronger and more specialised! But be careful — if it fills without the right Affinities being trained, your CodeWalker's growth will stall and you'll need to start all over again...
Observer Window	Here you can observe your CodeWalker in their habitat. Whitehats generally function within the Sky Core; Redhats spend their time within the Cultivation Core; Blackhats thrive in the Wasteland Core.
Training	Clicking here takes you to the Training/Customizer Window (p.)
1P Practice	Clicking here takes you to the 1-Player Practice Battle Arena (p.)

2. Training/Customizer Screen

The Training/Customizer Screen is split into three (3) parts:



- **Training Menu**

This is where you train your CodeWalker towards specific Affinities. Every time you train, your partner's Affinity toward the trained stat will rise, while their opposing stat will lower slightly, as per the chart below:

ATK <=> T.ATK (Attack) (Tech. Attack)
DEF <=> T.DEF (Defence) (Tech. Defence)
SPD <=> BUFF (Speed) (Buffs/Debuffs)

For example, if you choose to train your CodeWalker's ATK affinity, their ATK Affinity might jump by 9 points, but their T.ATK Affinity might drop by 3 points. You'll need to balance these Affinities in your training if you want to raise your partner to their strongest possible form! (Hint: Certain forms require building up opposing stats! You'll need to train carefully to unlock these...)

Once you complete a Training, your CodeWalker will need to rest for 90 seconds before you can Train again. You can still battle online, customize their skills and complete practice battles while waiting though!

- **Customizer Cards**

This is where you get to really make your CodeWalker partner unique! Here you can find Customizer Cards that you can install into your partner to boost their stats and give them additional skills in battle. Each card has a Memory Requirement listed on it in megabytes (MB). You can install as many cards as you like, up to the limit of your partner's Memory (listed in yellow at the top of the screen.) But be careful — while all cards have some positives or bonuses, many have cons as well. Set cards wisely to maximise your partner's in-battle stats and bonuses.

You'll be given a handful of cards to get you started, but there are over 90 unique Customizer Cards to unlock! Can you earn them all?

- **In-Battle Stats**

This is where you can see what your CodeWalker's actual stats and abilities will be on the battlefield. Each CodeWalker form has an inherent build of stats, as well as one unique ability to use in battle (highlighted in blue). As you equip different Customizer Cards, these stats will rise and fall, and their list of available skills will change. Bear in mind that your CodeWalker can only use the first four (4) Card—

based skills they have equipped; anything after these will be ignored, so you'll need to consider the order in which you equip Cards to maximise your skill list.

3. 1-Player Practice Battle Arena

Once you've customized your CodeWalker, it's time to get some battle practice with them! On clicking the 1P Practice button, you'll be given the choice between Easy, Normal and Hard. Once you select a difficulty, you'll be thrown directly into battle against a Vagrant.

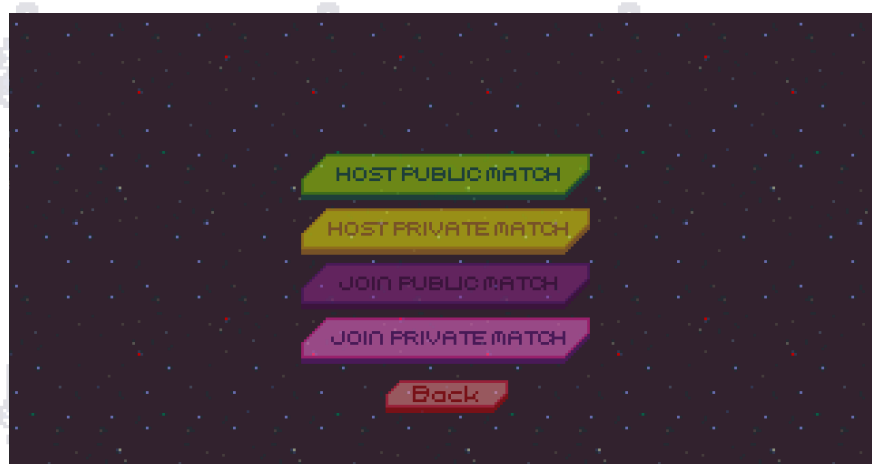


Vagrants are dangerous, corrupted CodeWalkers with a range of skills and erratic movements. Take control of your CodeWalker to delete them as fast as possible! You can move anywhere within your side of the field (highlighted in yellow) using the ← ↑ → ↓ keys on your keyboard, and use your equipped skills by pressing their associated hotkey. You can check which skill is assigned to which hotkey by checking your skills menu in the top-left corner of your screen — below the skill icon will be the hotkey, while above it is the Charge Bar for that skill. Every time you use a skill, the bar resets to zero and has to recharge before you can use it again, so manage your timing carefully! But don't worry, there's no limit to how many times per match you can use each skill.

If the Vagrant lowers your HP to zero, you will have lost the match and will be returned to the Status Screen. But if you win, **there's a chance you'll unlock an additional Customizer Card** to use on your partner, so rack up as many wins as you can! The harder the difficulty, the better your chances to get a card!

Battling Online:

The core of CodeWalkers is online gameplay. Via the Battle Online button on the Title Screen, you can challenge both friends and others worldwide in realtime. You can do this via either Public Matches or Private Matches:



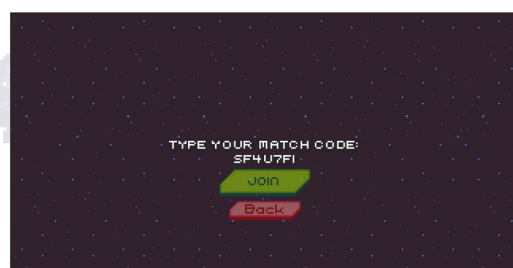
1. Public Battles

Public Battles are open for anybody to join. Choosing "Join Public Match" will give you access to the Match Lobby, where you can see all open rooms with a challenger waiting for you. Simply click one to start a match with the host player. Otherwise, you can choose "Host Public Match" to open a new room and have it displayed openly in the Lobby for other players to join you. You can play against a whole range of challengers this way!



2. Private Battles

Private Battles are for when you specifically want to play against a friend or someone you know in advance. Choosing "Host Private Match" will open an unlisted room for you, with the room code displayed on screen for you to share with your opponent. Choosing "Join Private Match" will take you to an input screen where you can enter the room code your opponent has sent you in order to join. Private Battles aren't listed in the Lobby, so there's no risk of outsiders accidentally joining your grudge match!



Contacts and Support

This game was brought to you by Matt “TheRedRanger” Nikitakis in cooperation with Cameron “Seki” Znojensky and others. You can reach us at our Discord!

<https://discord.gg/2f6EAq2K>

You can post questions, feedback, ideas or match requests in the Discord —each has their own channel ready and waiting for you. See you there!