Game Guide

Part1. Introduction

Stick Go story (棋物语) is a single-player indie game. It attempts to link **strategy board games** with **fighting RPG games**, hoping to create a unique and interesting game experience.

Like most fighting games, you can control your character to fight with opponents by boxing, leg hitting, etc.

However, the **core** of the game is more like board games. The stickman-like characters can be regarded as 11 Go pieces. Each time you move a piece, the characters will respond.

Besides, the turn-based game consists of a series of levels, and needs some strategy to clear all of them. When trying to clear the game, you can also enjoy collecting achievements, watching fighting videos and exploring some stories ~

Part2. Playing method

In this game, you will control the white character on the left side of the screen. The AI will control your opponent, the black

character. Each stickman-like character consists 11 Go pieces, which can be regarded as different body parts, namely *head, heart, waist, left and right elbows, fists, knees, feet*.

In a round you can move a Go piece. The concrete way is as follows:

1. Choose a piece.

There are three equivalent methods.

1) Computer keypad (recommended)

Please refer to this simplified table of keypad.

7- left fist	8- head	9- right fist
4- left elbow	5-heart	6- right elbow
1- left knee	2-waist	3- right knee
0- left foot		.- right foot

2) Mouse

Click the piece to choose it.

3) Number keys above the keyboard (Not recommended)

2. Move a piece

You can use the direction key to move the selected piece. In most cases, the move of piece is “rotate”. For example, When you move *the heart piece*, the upper body will have a rotate. But when you move **the waist piece**, the whole body will have a translation.

Please note that *the head piece* can be selected but can't be moved. That is, if you selected it and then press down the direction key, nothing will happen, just like you skip your round.

3. Have an attack

Usually, the main purpose of moving a piece is to attack the opponent. You have three choices: move to an empty cell, move to the top of your pieces, move to the top of your opponent's pieces. The first two options are trivial, while the last one is the attack action. Generally speaking, the opponent's piece will be hit and beaten back one space along the attack direction, and our attacking piece will occupy the cell. In addition, each piece initially has 4 life points, which will be reduced by 1 point after a hit. When a piece's life points are run down to 0, the piece will directly disappear.

By the way, although the basic operation of attack is simple, it may trigger a series of chain reactions and cause some interesting effects, such as combos and crits. Sometimes only one move may cause several points of damage and even hurt the attacker.

4. Winning conditions

When a character's *head piece* **and** *heart piece*'s life points

are reduced to 0, it is defeated whether other pieces still exist or not. Besides, if your opponent move left and crosses the left border of the chessboard, you are also defeated. You can press R to restart at any time. After successfully defeating your opponent, you can enter the next level. The way to enter the next level is to move *the waist piece* to let your character cross the right border of the chessboard. Bay the way, when any part of the character's body touches the dot at the tail of the green arrow, you can see the information of the next level. It's not necessary, but may be helpful.

Part3. Common shortcut keys

Keypad: choose pieces

Direction keys: move pieces

C: move forward

T: return to the main menu

X: choose levels

H: help

A: see achievements or watch videos

Q: quit at any time

R: restart current level

L: change language

M: start or pause BGM

Right shift: change cursor position