Trouble In THE Manor

Manual

as of v1.25.
Applies to the "Murder" game mode

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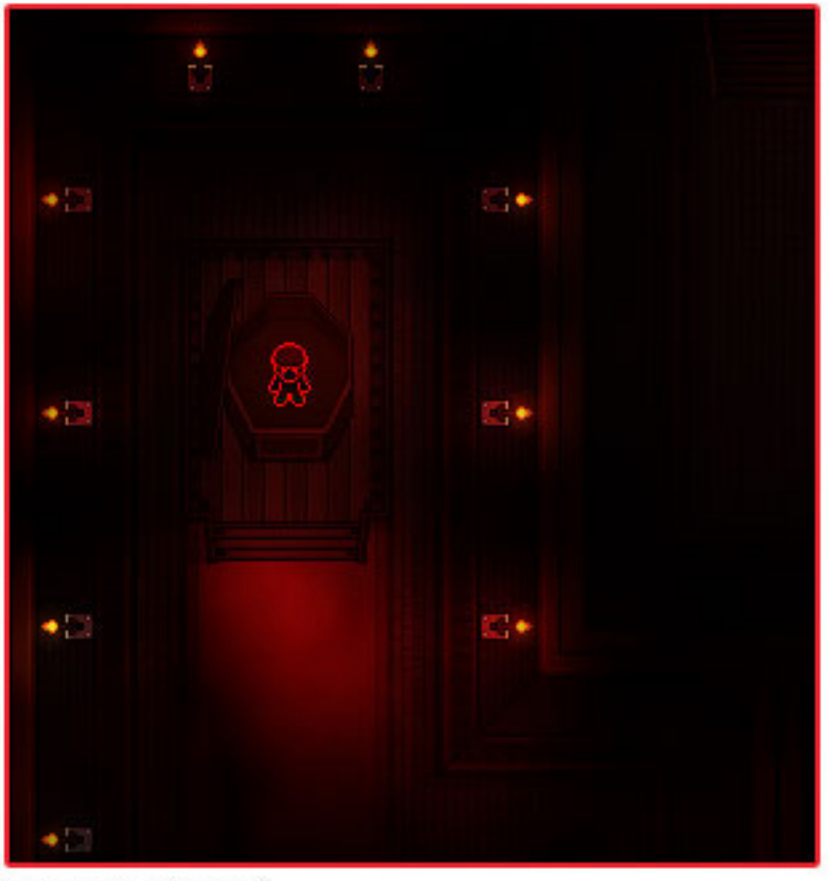
Note: Some features discussed in this manual are still being developed in Early Access

How To Play



Trouble In The Manor is a game about murderous intentions, strategy, and trust.

Each time a round begins, you will spawn as either an innocent, bloodhound, or murderer. Each role has its own set of items you can buy, some less than others. You must work with your fellow team mates to either find out who the murderers are, or kill the innocents.

Both innocents and bloodhounds count as innocent players, and thus are against murderers.

You can kill each other with weapons such as your knife, a bought gun or flamethrower, or other items intended to be used to kill.

For each player you kill, you leave behind DNA of yourself on a corpse. A bloodhound can then attempt to gather this DNA and match it against a possible suspect.

To connect to a game you simply join it through the Master Server List. If you wish to have a friend join you there will be an option in-game to automatically copy the IP address and port of the server you're in to your clipboard so you can paste it to your friends with ease. They can then connect to the server you're in via direct IP in the main menu.

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General Rules

While these rules are not enforced, servers will be able to use an auto-moderation option to auto-slay/kick/ban players who continuously break these general rules. Players can also vote-kick a rule-breaker. Servers will also be able to link via URL to their specific rules.

KOS/RDM

- "Killing on sight" or "Random Deathmatching" refers to players randomly going up to another player and killing them or calling a hit on them without proof that they are a murderer. If a murderer however kills someone randomly or KOS's, it is not considered RDM as that is their job. Murderers should not kill their team mates and should warn their team of any traps. Innocents will know if they are killed by murderers.

Proof

- Gaining proof can be hard but is necessary. Finding proof of a murderer's acts can be seen below:

- You witness someone placing a bomb or setting/placing a trap
- You witness someone kill someone and run off without identifying the corpse
- You witness someone kill someone that is proven innocent or their corpse shows they are innocent.

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Controls

Mouse Scroll: Change primary weapon
Enter: Talk in public/dead chat
Y: Talk in private chat with fellow **murderers**
LMB: Wield/use primary weapon, buy/use item
RMB: Skip logo / Drop item / DNA match a player
Space: Use knife
E: Action key / identify corpses
TAB: Show in-game menu and items
WASD: Move about
Shift: Enable / Disable running
F: Use flashlight
#1-7: Use item[#]
F4: Fullscreen
ESC: Go back to main menu / Exit server



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Roles

Your character sprite does not determine your role.

Innocent



As an innocent, you must seek out all murderer by means of gathering proof and working with a bloodhound.
Trust is key. Kill all murderers to win the round.

Bloodhound



As a bloodhound, you have a few tools at your disposal.
One of which is a DNA device to help you match DNA off of corpses with possible suspects. You can also resurrect dead players. Kill all murderers to win the round.

Murderer

As a murderer you must attempt to kill all innocents as fast as you can before time runs out without people noticing or gathering your DNA for evidence off of corpses.
You can also set traps around the map as a murderer.

Vampire

A vampiric plague begins in the basement once a murderer opens the coffin of Count Murdock the Vampire.
Once an innocent is turned into a Vampire, they work with other murderers.

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Item Descriptions

Pistol



Equips a pistol
ALL

Flamethrower



Equips a flamethrower
Murderer

Garlic



Cures Vampire Bites
Innocent, Bloodhound

Res Kit



Revive a fallen player
Bloodhound

Seance



Talk with the dead
Bloodhound

DNA Device



Retrieve/Match DNA
Bloodhound

Disguiser



Disguises player
Murderer

Teleporter



Teleports player
Bloodhound, Murderer

Tele Trap



Teleports to spike trap
Murderer

Remote Bomb



Detonates Remotely
Murderer

Bomb



Delayed detonation
Murderer

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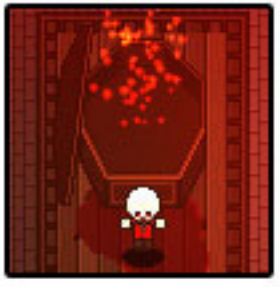
More items to be added in the future

Places on The Map

Basement Coffin



Turns murderer into Vampire

Bed



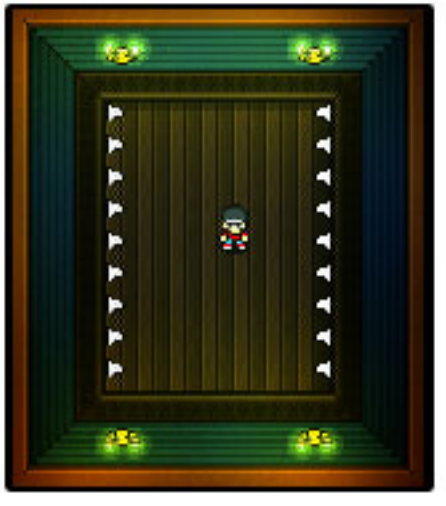
Heals player

Bath



Cures poison

Spike Trap



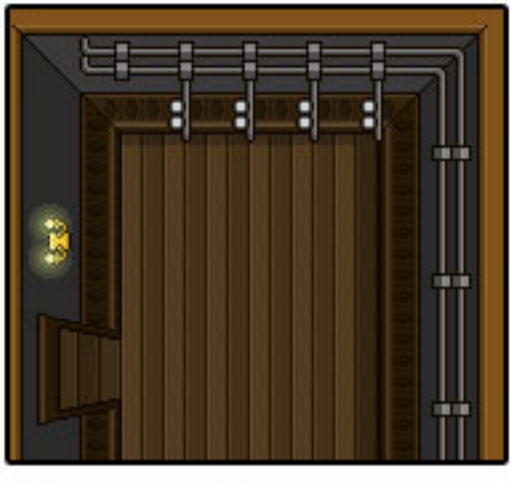
Instant death

Electric Room



Turns off lights

Gas Room



Sends poison gas to various rooms

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Server Info

An auto-slay/kick/ban feature is promised but is still in development. This feature basically automatically determines if a player has broken a general rule and slays them for the next round and then kicks them if they persist and eventually bans them. This feature can be turned on/off but again is still a WIP and is not available yet.

You can change the ports the server uses by editing the SQLite Database file in the 'Config' table.

Set the following values to your desired ports:

VAR	VALUE
TCP_PORT	12567 (default)
UDP_PORT	12568 (default)

More functionality will be added to the servers.
Please understand that this will change very soon.

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