Manual

# Nighork Adventures: Legacy of Chaos

by Warptear Entertainment

Copyright in 2011-2017 by Warptear Entertainment.

# Contents


**1 Launcher** **3**
- 1.0.1 Resolution . . . 3
- 1.0.2 Fullscreen . . . 3
- 1.0.3 Vsync . . . 3
- 1.0.4 Anti Aliasing . . . 3
- 1.0.5 Preferred Renderer . . . 3
- 1.0.6 Button: Defaults . . . 3
- 1.0.7 Button: Start Game . . . 3
- 1.0.8 Button: Start Leveleditor . . . 3
- 1.0.9 Button: Start Workshop Tool . . . 3

**2 Nightork** **5**
- 2.1 Menus . . . 5
  - 2.1.1 Change Pilot . . . 5
  - 2.1.2 Play Campaign . . . 5
  - 2.1.3 Play Custom Game . . . 5
  - 2.1.4 Play Workshop Item . . . 7
  - 2.1.5 Highscores . . . 7
  - 2.1.6 Settings . . . 7
  - 2.1.7 Credits . . . 7
  - 2.1.8 Exit . . . 7
- 2.2 in-game . . . 7
  - 2.2.1 Gameplay . . . 7
  - 2.2.2 Controls . . . 8

**3 Leveleditor** **11**
- 3.1 Lindenmayer Systems . . . 11
- 3.2 Menus . . . 11
  - 3.2.1 Load . . . 11
  - 3.2.2 Save . . . 11
  - 3.2.3 Random Cave . . . 12
  - 3.2.4 Cave . . . 12
  - 3.2.5 Object Placement . . . 12
  - 3.2.6 Random Objects . . . 12
  - 3.2.7 Gameplay . . . 12
  - 3.2.8 Description . . . 12
- 3.3 Controls . . . 14

**4 Workshop Tool** **15**
- 4.1 Creating the workshop item . . . 15
- 4.2 Fill out the data in the workshop tool . . . 15
- 4.3 Uploading level . . . 15

# 1 Launcher

In the launcher tool, you can configure the graphics settings for the Nightork game and the editor. You also start the subprograms from it.

### 1.0.1 Resolution

Sets the window resolution for the full screen. The minimum requirement is width 1024 and height 768.

### 1.0.2 Fullscreen

Sets, if the program shall run in full screen.

### 1.0.3 Vsync

Sets, if Vsync shall be enabled. Vsync can lead to smoother graphics quality but also costs performance.

### 1.0.4 Anti Aliasing

Sets the Anti Aliasing level. Higher levels will lead to smoother edges for the 3D objects in the game but also cost more performance.

### 1.0.5 Preferred Renderer

The preferred renderer can be DirectX9 and OpenGL. Recommended is DirectX 9 because it's more performant in most cases. Make sure, you have installed the DirectX 9 redistributable.

### 1.0.6 Button: Defaults

This button sets the settings to the default values.

### 1.0.7 Button: Start Game

You start the Nightork game with this button.

### 1.0.8 Button: Start Leveleditor

You start the Nightork level editor with this button.

### 1.0.9 Button: Start Workshop Tool

You start the Nightork workshop tool with this button.

Figure 1.1: *Launcher*

# 2 Nightork

Welcome to Nightork Adventures 2! The following description tells you how you can play this game.

## 2.1 Menus

### 2.1.1 Change Pilot

In this menu, you create and change pilots.

#### New Pilot

Enter a pilot name in the white box and click the *New Pilot* button, to create the pilot. The pilot name may only have 16 characters at most. Please try to avoid special characters for the pilot name.

#### Load Pilot

Select the desired pilot in the big left box and click the *Load Pilot* button to load the pilot.

#### Delete Pilot

Select the desired pilot in the big left box and click the *Delete Pilot* button to delete the pilot.

#### Exit

This button brings you back to the main menu.

### 2.1.2 Play Campaign

In this menu, you can select and play campaign levels. To play a level, select it in the left box and click the *Play Level* button. You can only play levels that you have unlocked already. To unlock level X, you have to complete level X-1. You see the unlocked level number on the left side, including your best score for the currently selected level.
When you clicked *Play Level*, the mission screen appears. In the center box, you see the mission description. Button *Exit* takes you back to the main menu. Button *Configure* allows you to configure your space ship with your gold coins. Button *Start* (visible in configure space ship menu) loads and starts the level.

### 2.1.3 Play Custom Game

In this menu, you can select and play custom levels. Custom levels can be created with the editor and have to be in the *custom* subfolder of your Nightork game folder. To play a level, select it and click the button *Play Level*.
When you clicked *Play Level* the mission screen appears. In the center box, you see the mission description. Button *Exit* takes you back to the main menu. Button *Configure* allows you to configure your space ship with your gold coins. Button *Start* (visible in configure space ship menu) loads and starts the level.

Figure 2.1: *Main Menu*

### 2.1.4 Play Workshop Item

In this menu, you can select and play workshop items from the Steam workshop. To be able to play workshop items, you have to activate them in the Steam workshop directly in Steam. To play an item, first, select the item and then click the button *Choose Item*. Then you will be taken into the level selection screen. Select the level you want to play and click the button *Play Level*.
When you clicked *Play Level* the mission screen appears. In the center box, you see the mission description. Button *Exit* takes you back to the main menu. Button *Configure* allows you to configure your space ship with your gold coins. Button *Start* (visible in configure space ship menu) loads and starts the level.

### 2.1.5 Highscores

This menu shows you the current high scores. The ranking is prioritized as follows:

1. highest completed level
2. lowest death count
3. needed time

### 2.1.6 Settings

This menu allows you to change the settings, that are not graphics related. *Sound levels* set the loudness of music and sound. *Mouse sensitivity* changes the sensitivity of the mouse in-game. *Mouse invert Y-axis* inverts the mouse y-axis in-game.

To configure the controls, click on a control button and press the desired key or mouse button.

Button *Defaults* restores the default settings. Button *Save* saves the current settings. Button *Exit* takes you back to the main menu.

To change graphics-related settings, use the launcher (see chapter 1).

### 2.1.7 Credits

This menu shows the people, that worked on this game.

### 2.1.8 Exit

This button ends the program and takes you back to your operating system.

## 2.2 in-game

### 2.2.1 Gameplay

The goal in each mission is to destroy all enemy ships. You can see the remaining enemy ship count in the lower-left corner. You can also see the distance to the next enemy ship there.

Each enemy ship has a number of hitpoints in a specific color. When you hover the crosshair in the middle of the screen over an enemy, you see their current hitpoints in the upper right corner. The hitpoints are also visualized by a colored hitpoint bar in the upper center of the screen. There, you can also see the name of the enemy ship.
To destroy an enemy ship you have to bring its hitpoints to zero. Fire at an enemy ship with the correct weapon color polarity to bring its hitpoints down. Each of your shots fires 2 projectiles, that do 10 damage each. The crosshair in the middle of the screen is colored in your current weapon polarity. You can also see your current polarity in the upper left corner.

In the upper left corner, you can see also your hitpoints (hull). When an enemy ship projectile hits you, it lowers your hitpoints (the amount is based on the level you play). If your hitpoints reach zero, you will be destroyed and respawn at the start of the level. Also in the upper left corner, you see your afterburner, special and weapon energy. Each shot costs you 10 weapon energy. If you activate the afterburner it will slowly drain your afterburner energy. If you use a special skill, your special energy is drained. If you take damage, your hitpoints are drained. When hitting an enemy with your ship, your hitpoints are reduced to zero immediately. With zero hitpoints you die and respawn at the start position of the level after that. Hitpoints, special energy, weapon energy, and afterburner energy regenerate over time. If you are at the start position of the level (inside the green sphere), your hitpoints regenerate much faster.

In the lower-right corner, you see how often you died in this level and how much time already passed.

### 2.2.2 Controls

The following keys can be used.

- *W* ... Fly forward.
- *S* ... Fly backwards.
- *A* ... Roll left.
- *D* ... Roll right.
- *SPACE* ... Use afterburner (only works, when flying forward).
- *1* ... Use weapon overload special skill, which changes your polarity to white (can damage everything). Costs 100 special energy.
- *2* ... Use targeting tracking sphere special skill, which shoots out an orange sphere that flies to the next enemy, but does no damage. Costs 10 special energy.
- *PRINT SCREEN* ... Take a screenshot. Screenshots are saved in the *screenshots* subfolder. Taking screenshots works also in the menus, not only in-game.

The following mouse commands can be used:

Figure 2.2: *in-game*

- *Left click* ... Fire projectiles.
- *Right click* ... Change polarity.
- *X-axis* ... Yaw right / left.
- *Y-axis* ... Pitch up / down.

You can change the keys and mouse controls in the settings menu, see section 2.1.6.

# 3 Leveleditor

## 3.1 Lindenmayer Systems

An L-system (Lindenmayer system) is a grammar-based mechanism, to describe fractal structures. It was originally developed by Lindenmayer to generate plants, but many L-systems drawn with a radius are suitable for some nice caves.

An L-system generates turtle graphics drawing instructions and has some parameters. In Nightork Adventures these parameters are angleYaw, anglePitch, angleRoll. There are several instructions, which the turtle can perform. In Nightork Adventures , these are:

- 'F' - draw forward
- '[' - push actual position and direction on stack
- ']' - pop position and direction from stack
- '+' - rotate around the Up axis by angleYaw
- '-' - rotate around the Up axis by -angleYaw
- 'u' - rotate around the Left axis by anglePitch
- 'o' - rotate around the Left axis by -anglePitch
- 'z' - rotate around the Front axis by angleRoll
- 'g' - rotate around the Front axis by -angleRoll
- '|' - rotate around the Up axis by 180 degrees
- '$' - orient to the the XZ-plane (Y is height axis)

## 3.2 Menus

### 3.2.1 Load

You can load a level with this menu. Select the file you want to load and click the *OK* button.

### 3.2.2 Save

You can save a level with this menu. Select the file you want to save or type in the file name and click the *OK* button.
Place the saved level in the *custom* subfolder of your Nightork game folder to play it.

### 3.2.3 Random Cave

You can set up the parameters for generating random caves in this menu. See also section 3.1 for the parameters. The allowed symbols are the symbols that are allowed for the start string or rule. If a symbol occurs more than once, the probability that the symbol is chosen is higher. Each symbol that has not a special L-system meaning (e.g. 'X' and 'Y') is also used to create a rule. A rule for 'F' is created always.

### 3.2.4 Cave

You can set up the parameters for generating a cave here. Most of them are L-system parameters - see section 3.1. The color you can setup is used for the cave when the *single color* flag is checked. Otherwise, the multi-color material is used.

*Erosion* says if the cave shall be eroded after creation. *Remove hovering fragments* removes all fragments of the cave that are hovering in the air.

### 3.2.5 Object Placement

In this menu, you can control the boss objects and the start portal objects. You can apply a rotation for the start portal (so the player looks in a nice direction when loading the level). You can also delete already placed objects.

### 3.2.6 Random Objects

In this menu, you can set the parameters for placing random enemy ships. You can set a probability factor for each ship type (including no ship). The higher the factor is, the higher is the probability for placing this ship type. The additional distances set how much the distances to other ships, boss ships, and the start portal shall be.

### 3.2.7 Gameplay

Here you can set the gameplay parameters.

- *Hitpoints* specifies the hitpoints of a normal enemy ship.
- *Boss Hitpoints* specifies the hitpoints of a boss enemy ship.
- *Base Firetime* specifies the fire time in ms for a normal enemy ship. The fire time in the game will be 50...1000 ms higher.
- *Boss Base Firetime* specifies the fire time in ms for a boss enemy ship. The fire time in the game will be 50...1000 ms higher.
- *Damage* specifies the damage, which is done by an enemy projectile.
- *Gold coins* specifies the number of gold coins, a player has in this level for buying upgrades.

### 3.2.8 Description

In this menu, you can specify the intro and the outro text of the level.

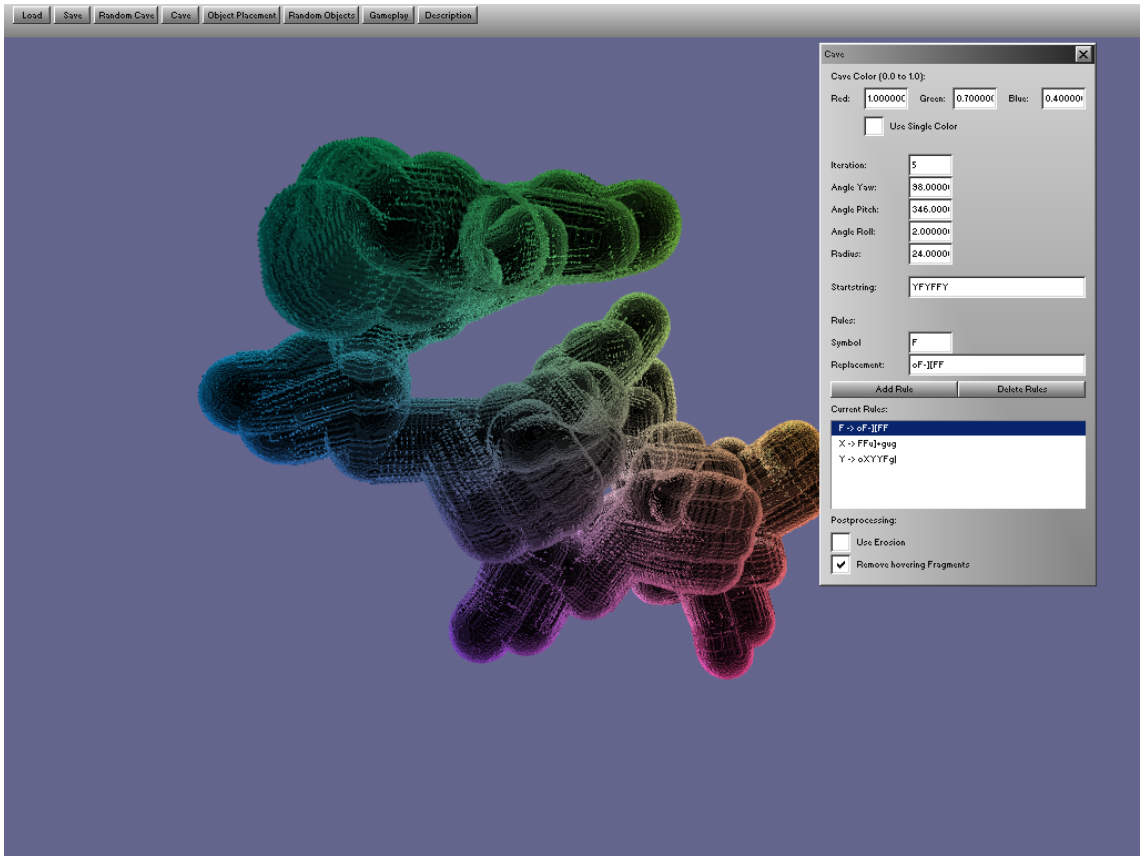


Figure 3.1: *Editor*

## 3.3 Controls

The following keys can be used. When the keys don't respond, click into the editor window with your left mouse button.

- *F1* ... Generate random cave.
- *F2* ... Generate cave based on *Cave* menu settings.
- *F3* ... Decrease the L-system iteration of the current cave.
- *F4* ... Increase the L-system iteration of the current cave.
- *F5* ... Place random monsters, based on *Random Objects* menu setting. Make sure that you first place the start position and the boss monsters.
- *F7* ... Unlock the camera. You can now fly through the level
- *F8* ... Lock the camera. The camera position and direction are fixed now.
- *ARROW KEYS* ... Fly through the level.
- *1* ... Place boss monster 1 (Lich Kro'Sha'Guhn).
- *2* ... Place boss monster 2 (Acolythe Master Roun).
- *3* ... Place boss monster 3 (Demonking Sho'Lark).
- *4* ... Place boss monster 4 (Doomknight Zrr'Kran).
- *5* ... Place boss monster 5 (Archdemon Ash'Tem'Karr).
- *6* ... Place level start position.
- *PRINT SCREEN* ... Take a screenshot. Screenshots are saved in the *screenshots* subfolder.

# 4 Workshop Tool

## 4.1 Creating the workshop item

At first, create one or more levels in the Leveleditor (see chapter 3). Make sure, you set the start position and added some enemies. Then copy all your levels into a new folder. Add a file in this folder *Name.txt*. In this file, in the first line, write the desired name of your item. This name is, how other users will see this item in Nightork Adventures 2. Then create an image for your item (not in the same folder!), which will be displayed in Steam. The image has to be JPG, GIF, or PNG with a size smaller than 1 MiB.

## 4.2 Fill out the data in the workshop tool

Fill out all fields:

- *Item title:* The title of your workshop item.
- *Item description:* The description of your workshop item.
- *Visibility:* The visibility of your workshop item.
- *Item tags:* The tags for searching your workshop item. You can add tags with the button *Add Tag* and remove a selected tag with the button *Remove Tag*.
- *Item content:* The folder of your level files, see section 4.1.
- *Item preview:* The complete path to the image for Steam, see section 4.1.
- *Change notes:* The latest change notes of your workshop item.

You can save your settings with the button *Save Project* and load your settings with the button *Load Project*.

## 4.3 Uploading level

With the button *Upload Project*, you upload your workshop item to Steam. Make sure, you save your project again if the Published File Id changes from 0 (not set) to some other number. This id is used to identify workshop items and is needed to update your specific project in the future. If your items are not visible for other users in Steam, even if the visibility was set to public, then make sure you accepted the Steam workshop agreement in the Steam workshop section.

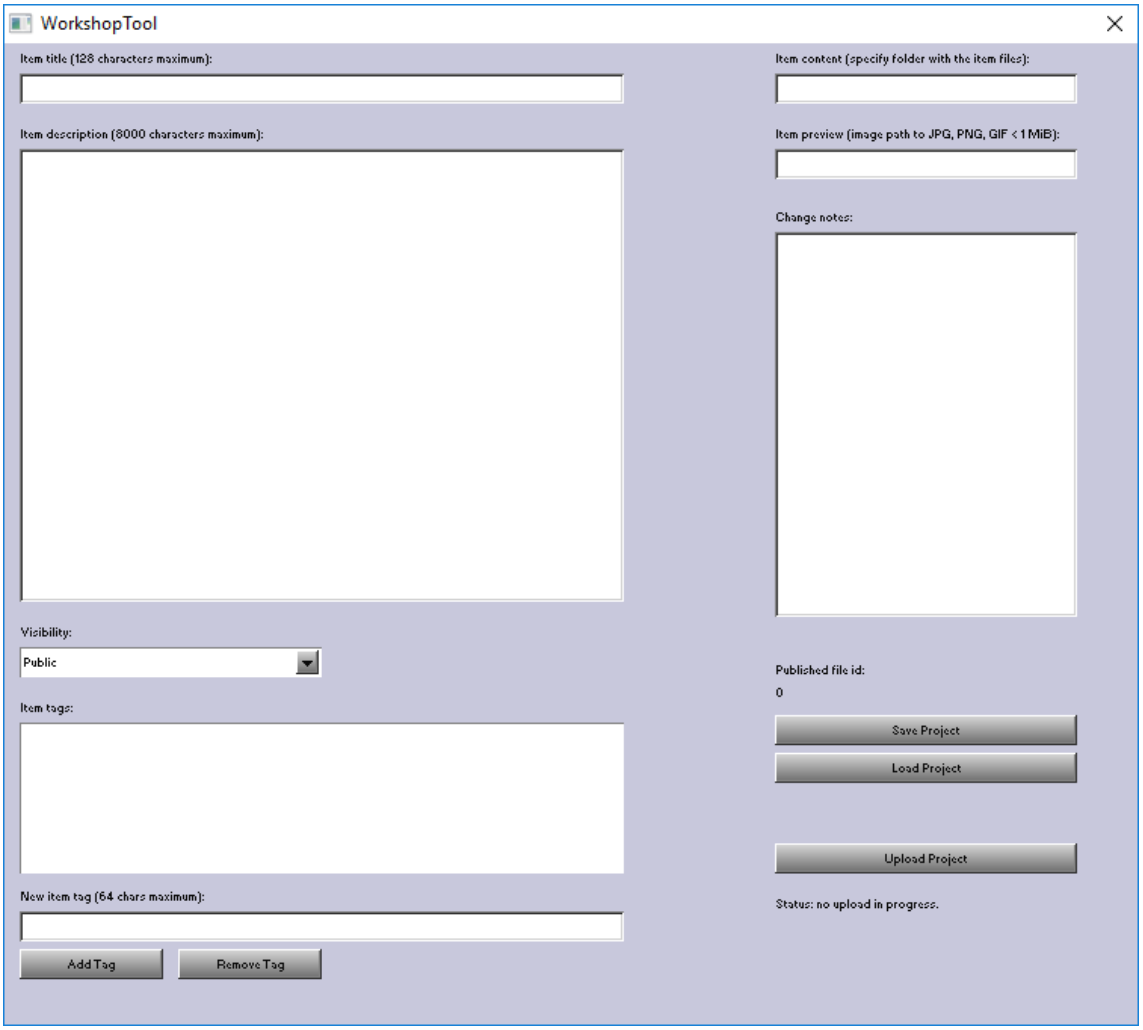


Figure 4.1: *Workshop Tool*