MANUAL

1.- ACCESS AND REGISTRATION

The registration in the app is free, and gives access to many of the features in Word Of Arasca. To do so, click on 'Create account' in the login screen:
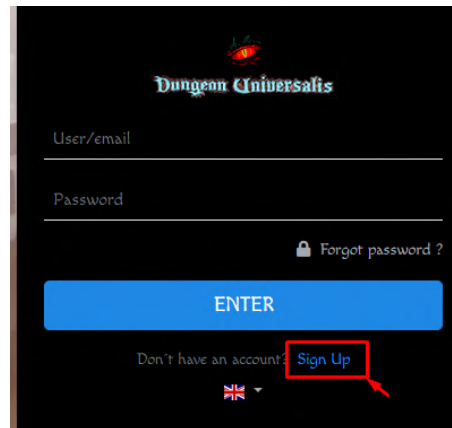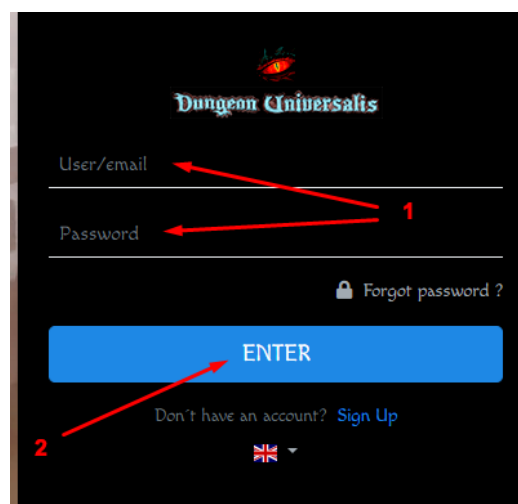

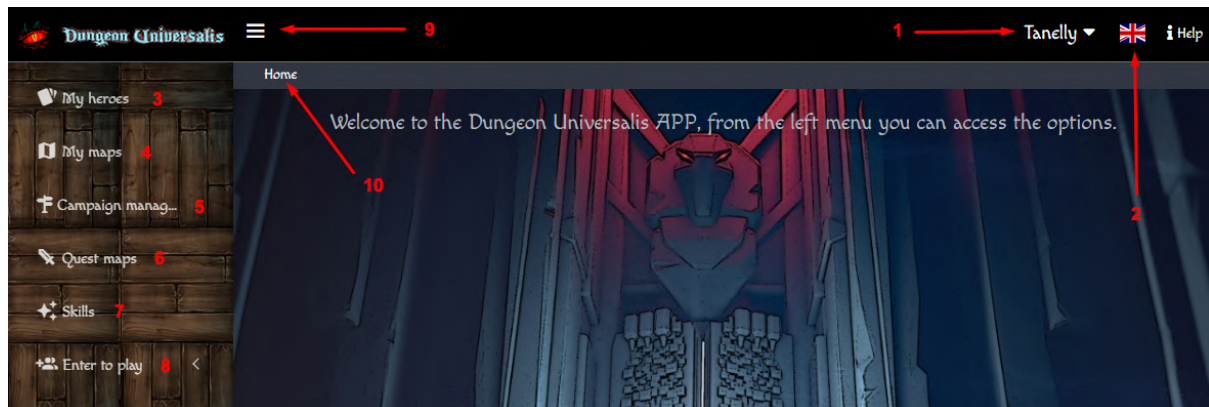Provide a valid email (1) and a nick (2). Then click on 'CREATE ACCOUNT' (3):
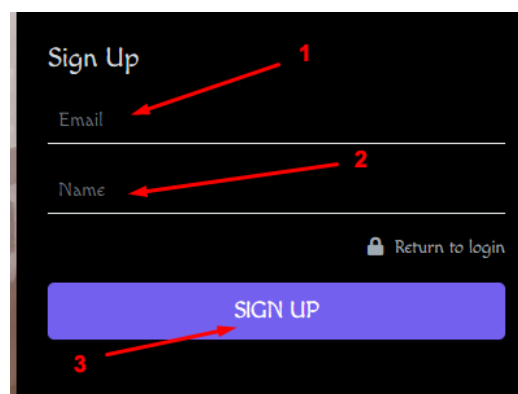
This will send an email to our account with an auto-generated password that will grant us access to the system.

Once registered we can access with our email and password (the password can be changed from our account once we enter):

2.- INTERFACE

1. Login /Logout.
2. Language.
3. Character creation and management.
4. Saved maps and random maps.
5. Campaign manager. Here we can keep track of our heroes' status, the location of the danger markers, custom waypoints, group loot...
6. Hidden quest maps, to be played with an artificial dark player revealing the map as it is explored (coming soon).
7. Listing of all the skills.
8. Access to an online game created by a friend, you will need the access code provided by the host.
9. Hide/Show the side menu.
10. Path where it is indicated where we are in each screen.
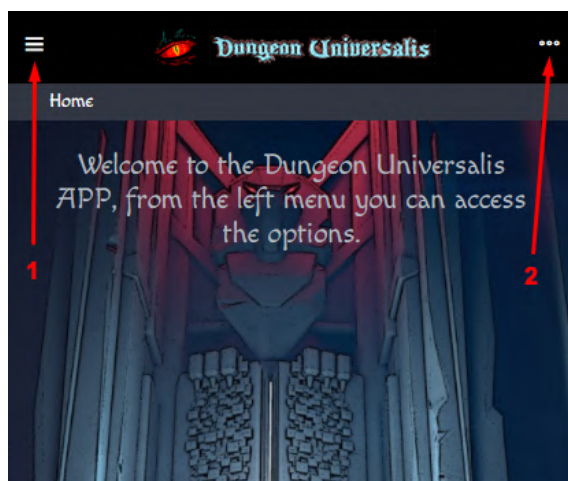

In the mobile version the menus are always hidden from the start, the option bars (1) on the left give us access to the tools menu.

The 3 points on the right (2) will allow you to change the language and the settings of your account as well as to log out of the application.
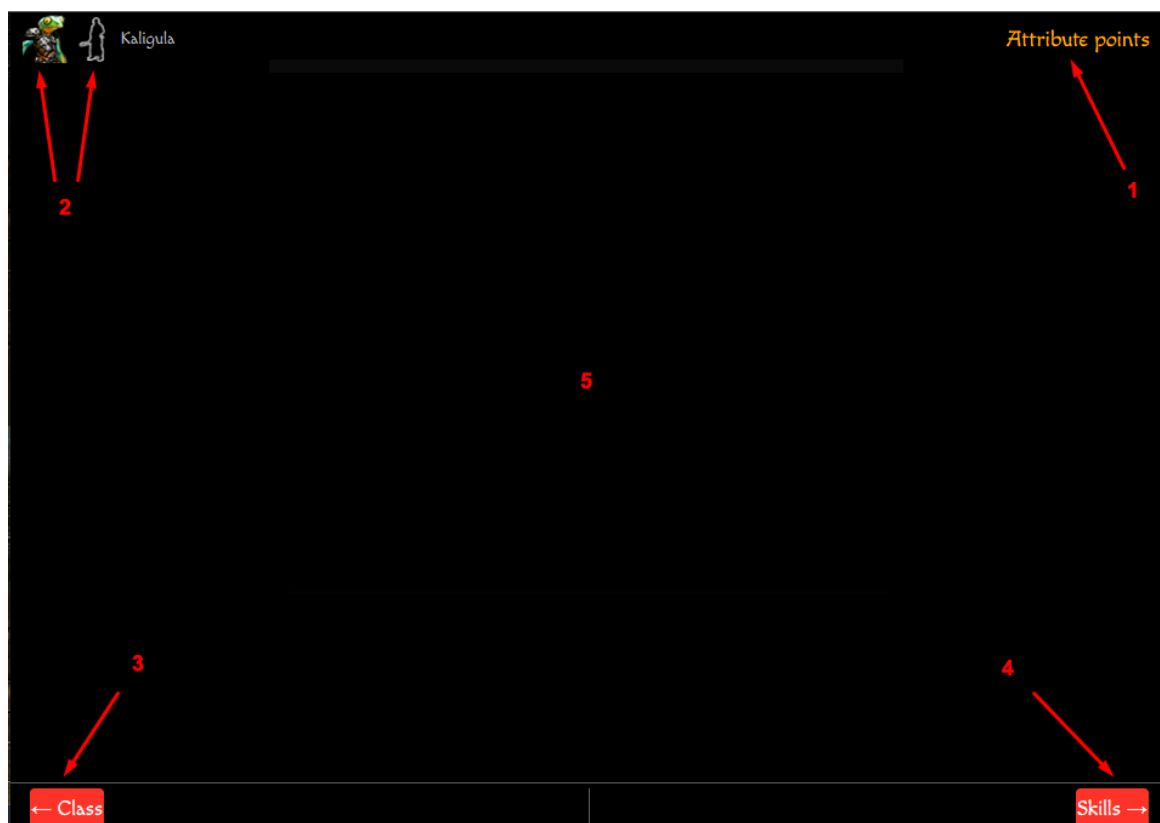
3.- MY CHARACTERS

This option allows us to create characters quickly, since the app itself validates and manages the options when choosing skills, using development points, selecting magic, buying initial equipment... The characters are stored in folders to keep them organized. Additionally, if we have to leave a character before finishing it, it will be temporarily saved so you can find it later (you can only have one unfinished character):
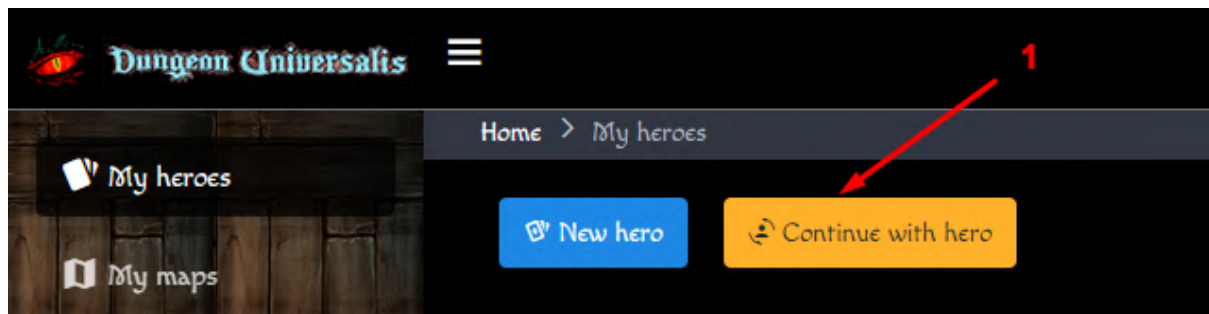
With this option (1) we will resume the character's creation where we left it.

The character creation interface is very simple

1. It shows in which step of the character creation we are.
2. Clicking on the race or class we have access from any screen to the proper card.
3. Here you can return to the previous step.
4. Here you can advance to the next step.
5. Here you will find the fields you must select or fill in for your hero.

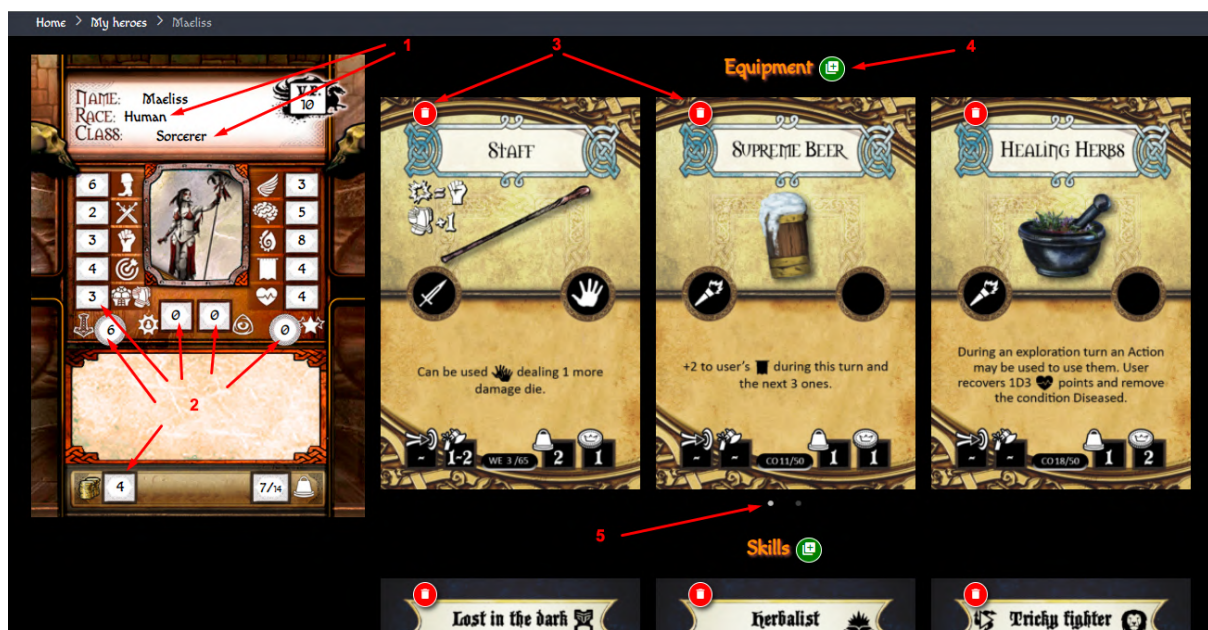Heroes list:
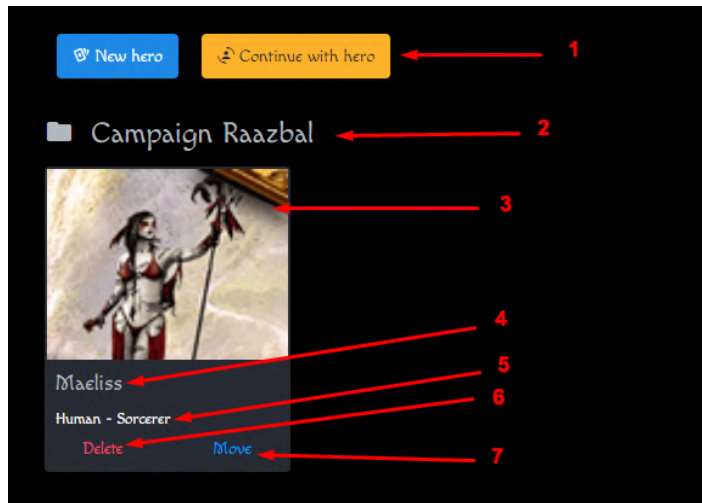
1. Creation buttons.

2. Folder.

3. Hero's pic.

4. Hero's name.

5. Race and class.

6. Here you can change the folder where you wish to store your hero.
7. Here you can delete your hero (you will be asked to confirm it).

Hero editing:

1. Clicking on the race and class opens the corresponding cards.
2. To edit any value just click on it and modify the value, the cursor will appear and the background will turn green:

Clicking on the image allows us to select a predefined DUN image or upload our own image (jpg, gif or png format).
3. We can delete any section of the card using the red trash can in the left corner of each element.
4. The green buttons in each section allow us to add elements.
5. Depending on the screen resolution, you will see X initial elements, which can be moved by clicking and dragging or with the lower points.

4.- PLAYING ONLINE WITH YOUR FRIENDS

4.- PLAY WITH FRIENDS ONLINE

World Of Arasca allows us to play Dungeon Universalis online in order to do this, one of you must create a map, either random or customized (or quest map once they are active). That person will be the game conductor and will handle all the tiles and enemies.

4.1.- The Map
Go to 'My Maps' and create a new one (or load a created one if you created it previously).
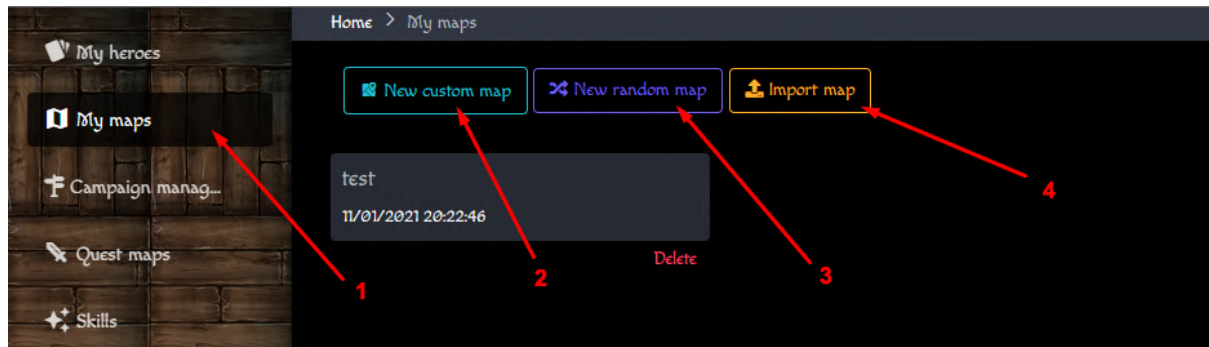

1. Access to my maps.
2. Custom map. You can choose your own tiles, furniture, enemies ....
3. Random map, once the settings are defined the map is auto-generated, only enemies can be added.
4. Allows you to import maps from other users. All maps can be exported and imported in dunmap format..
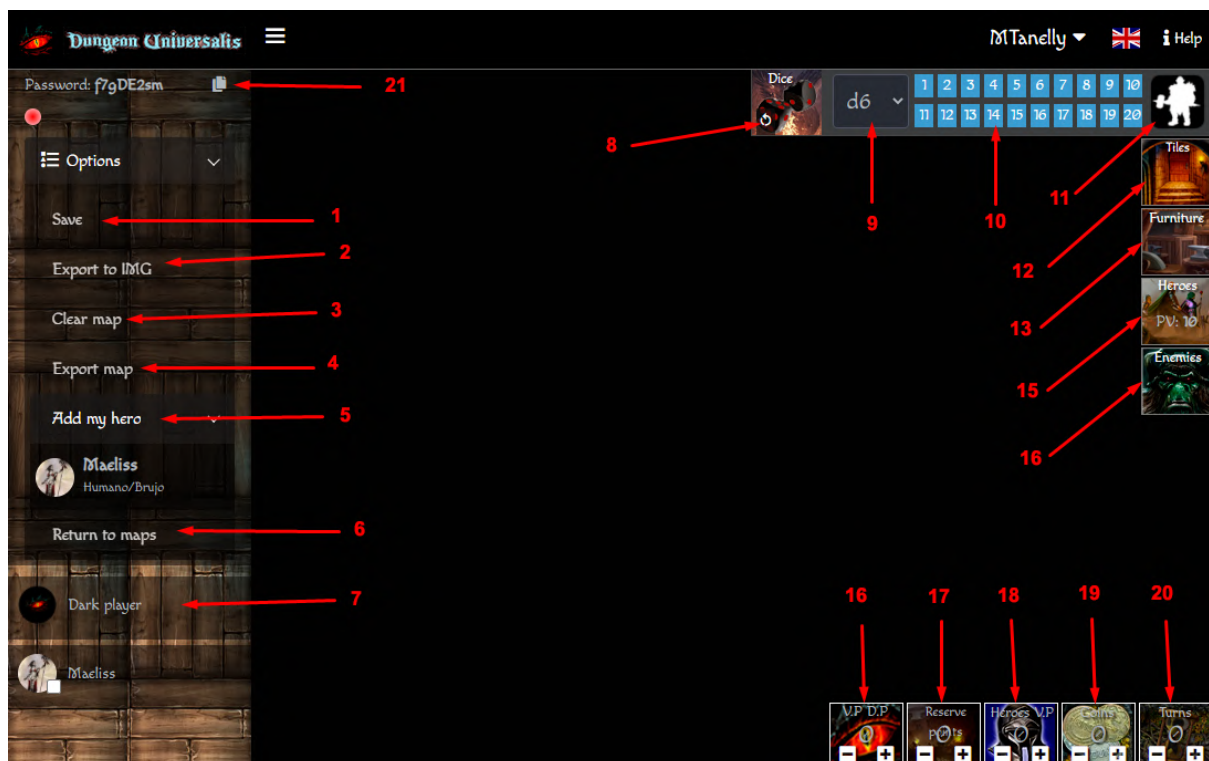
1. Save the map as it is.

2. 'Export to IMG', exports the map to an image so it can be printed or shared.

3. Allows to clear the map leaving the current characters (removes tiles and enemies).

4 .Export the map to .dunmap, that can be imported in each account.

5. Each player can add 1 or more of their heroes to the game.

6. Quit the map (it won't be deleted).

7.Both the Dark Player's and the heroes' dice rolls are shown here.

8.The game conductor can roll dice as the Dark Player or as a hero.

9.Select the kind of dice you want to roll (default is D6).

10.Select the number of dice to roll.

11.Scenario Die (only the game conductor can roll it).

12.List of tiles, double click tto add to the map.

13.Furniture list, double click to add to the map.

14.List of mercenaries, pets and standard heroes.

15.List of enemies sorted into factions, with a search engine by name.

16.Dark Player achievement points counter; click directly on the number to modify it.

17.Dark Player budget counter; click directly on the number to modify it.

18.Heroes achievement points counter; click directly on the number to modify.

19.Coin counter for the whole group of heroes; click directly on the number to modify.

20.Turn counter.

21.Map access password (the button copies it to the clipboard so you can paste it later on).

Tile tools.
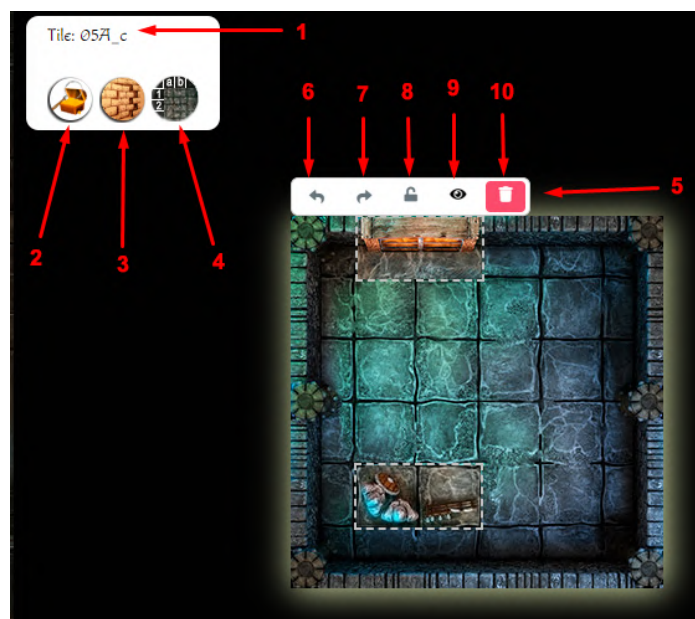
1. Tile numbering.

2. Mark the tile has already searched for treasure.

3. Mark the tile as already searched for secret doors.

4. Displays numbered grid on the tile.

5. Tile toolbar (displayed when you click on the tile).

6. Rotate tile to the left

7.Rotate tile to the right

8.Lock tile so that it does not move.

9.Hide tile from the players; the game conductor will see it 'blurred' so he can select it and display it.

10.Remove tile.

Furniture and special element tools:
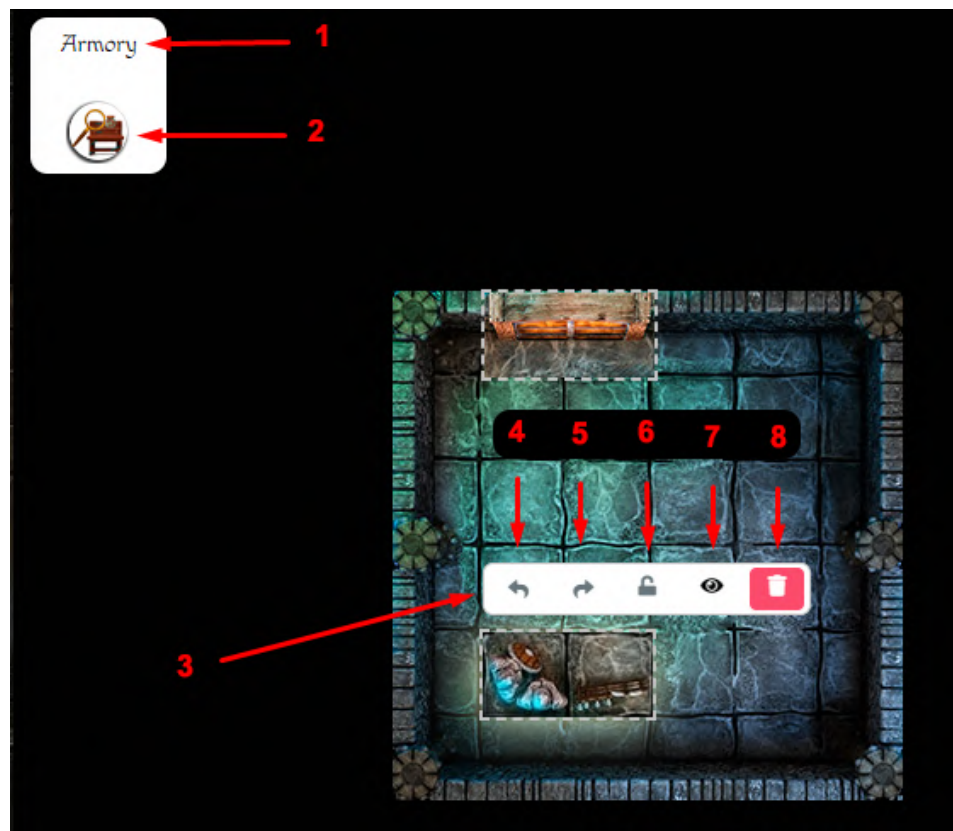
1. Furniture/special element name.
2. Mark as already searched.
3. Furniture/element toolbar (click on it to display).
4. Turn furniture/element to the left.
5. Turn furniture/element to the right.
6. Lock furniture/element to prevent it from moving.
7. Hide furniture/element from the players; the game conductor will see it 'blurred' so he can select it and display it.
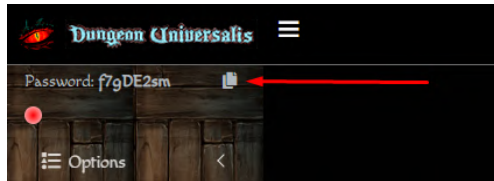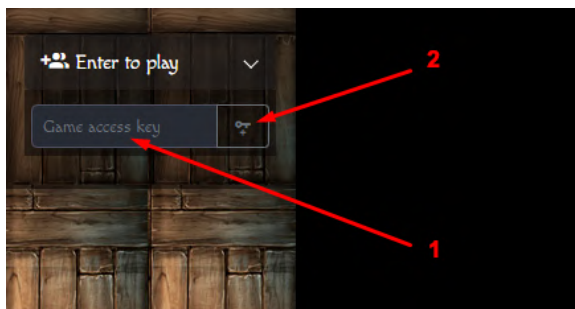**8**. Remove furniture/element.

Door button:
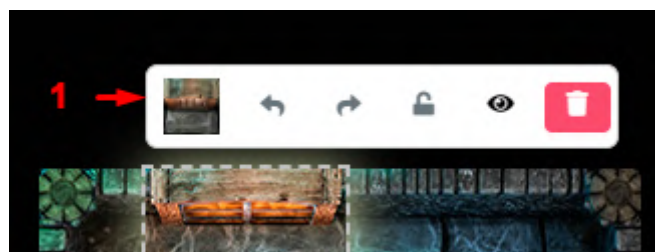
1. Button to open/close the door.

4.2.- Access

The game conductor (the map's creator) has the map access code at the top left. It can be copied clicking on the button:
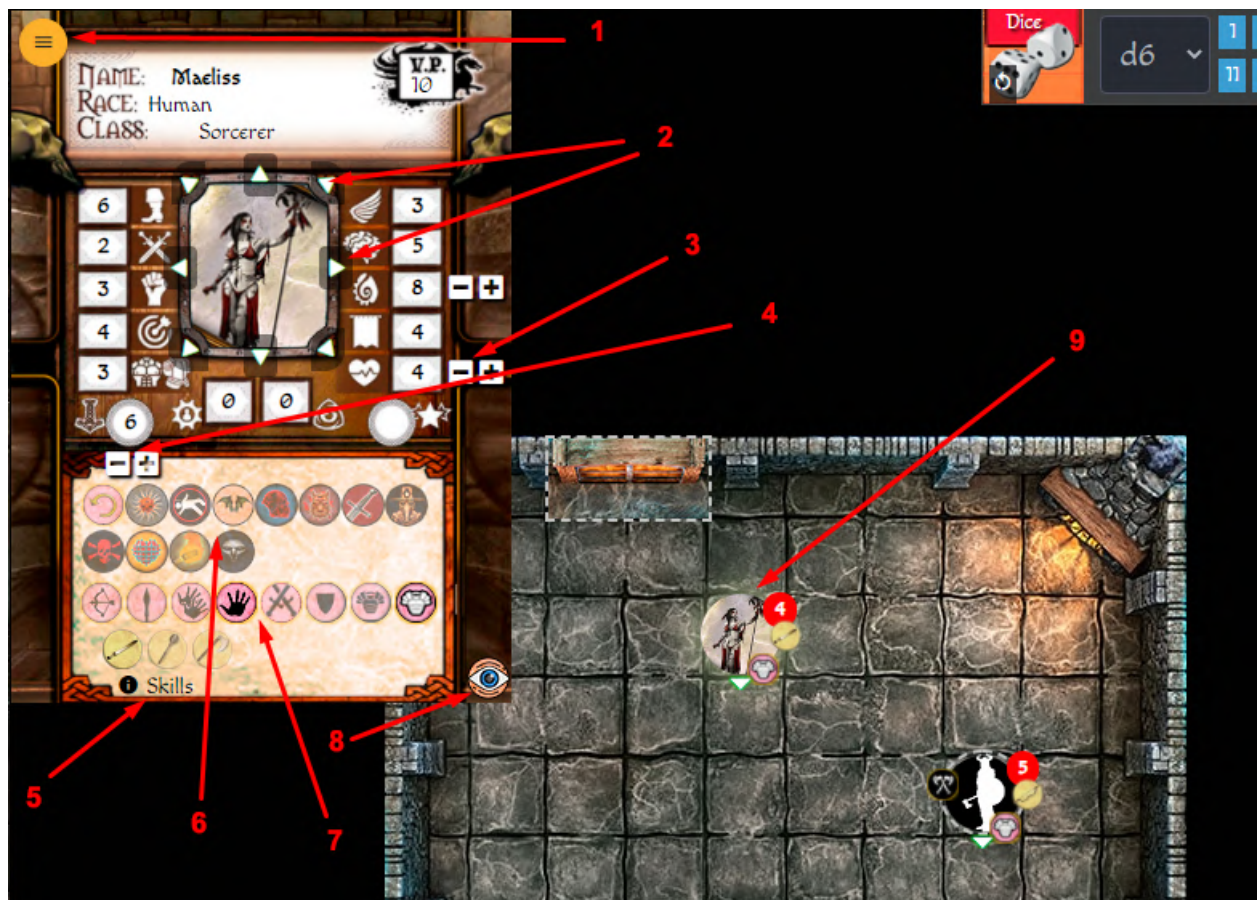

Players who wish to enter the game must access from the side menu on the left through 'online game'. Enter the map code (1) and access by clicking on the 'key' button on the right (2):


4.3.- Game Inerface

Heroes:

1. Remove a hero from the game.
2. Change the hero's facing.
3. Change a hero's Vitality. Clicking directly on the number you can modify it.
4. Change a hero's Fortune points. Clicking directly on the number you can modify it.
5. By running the mouse over it, the hero's skills will be shown.
6. Mark the conditions a hero has.
7. Select the weapon, shield and armor a hero is wearing.
8. Display the line of sight marker; a yellow line will come out from the center of the hero to the mouse position.
9. The hero's icon will show the equipment and conditions selected.

Enemies:
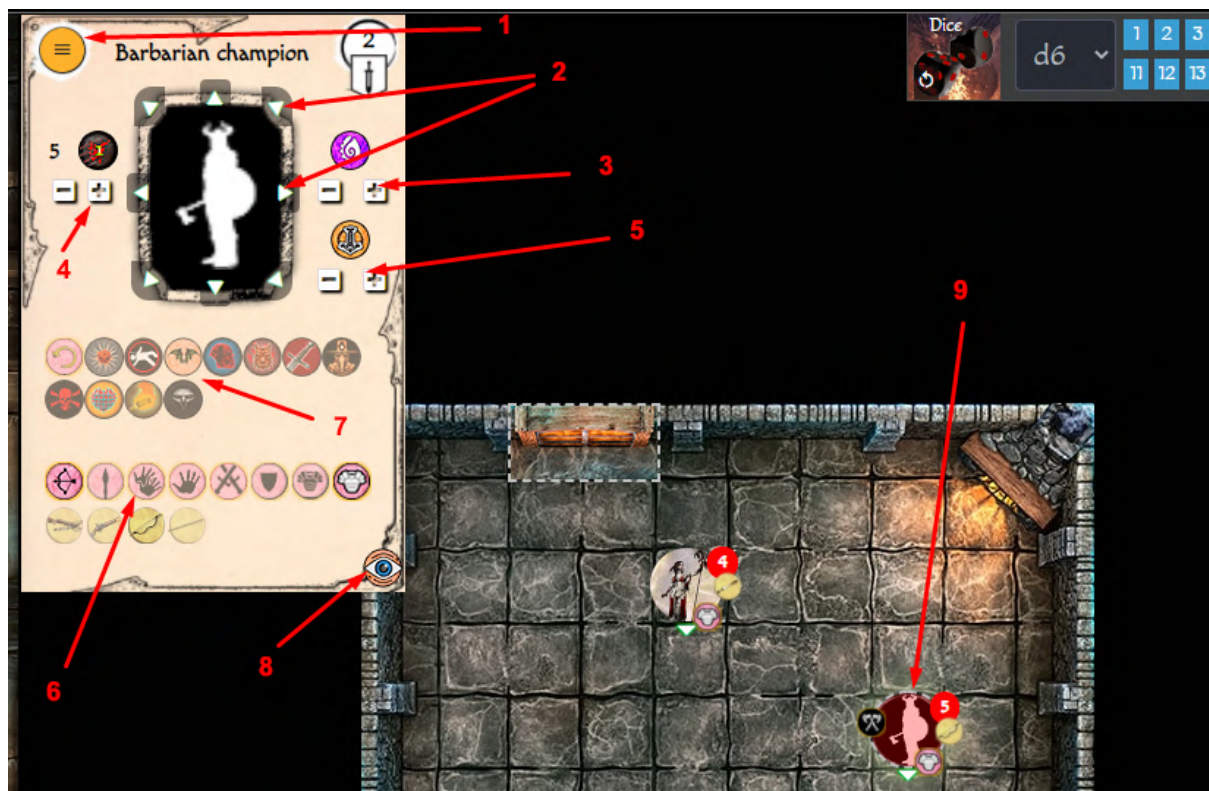
1. Delete / Duplicate an enemy.
2. Change the enemy's facing.
3. Mana points. They can be modified by clicking on the icon.
4. Vitality points. They can be modified by clicking on the icon.
5. Fortune points. They can be modified by clicking on the icon.
6. Weapon selector.
7. Condition marker.
8. Display the line of sight marker; a yellow line will come out from the center of the hero to the mouse position.
9. The enemy's icon will show the equipment and conditions selected.

4.4.- Campaign Management.

The web allows us to manage the campaigns we are currently playing. We can save the location of the heroes as well as that of the danger markers and also the personalized waypoints that we want to add. We can also keep track of our quests, group treasure, value points ...

Campaign list

In this section we can create new campaigns with the side button or manage the already opened campaigns that appear in the list:
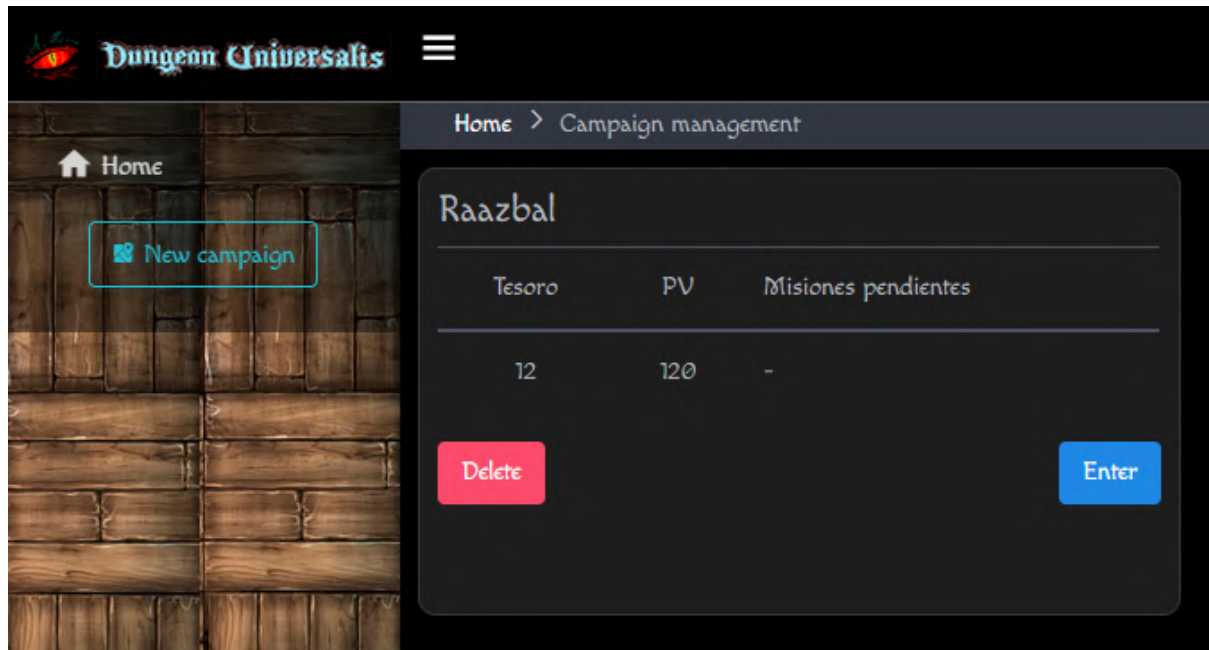

The interface
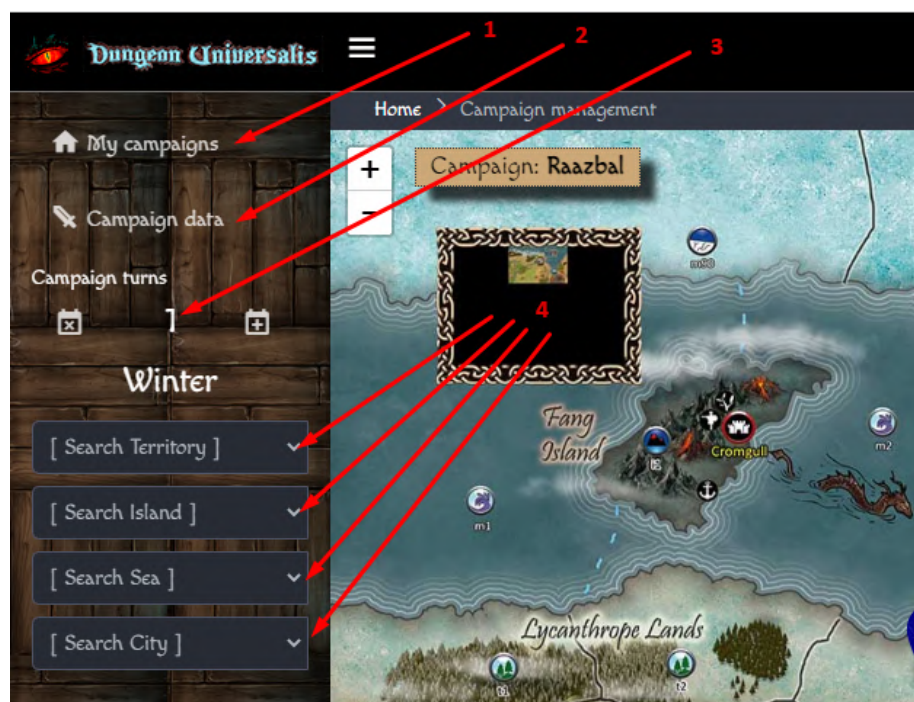
1. Button to return to the list of campaigns.

2. Campaign data, value points, pending missions, group coins...

3. Campaign weeks control with the right button increases and with the left button decreases; indicating if it is in winter according to the week..

4. Searcher of territories and cities. Clicking on the desired territory, the map will be centered and marked.

In order to add a marker (be it the heroes' location, a danger marker or a custom waypoint) just double click on the point on the map where you want to place it. Then you can move them by clicking and dragging. To remove one of these markers just double click on it.
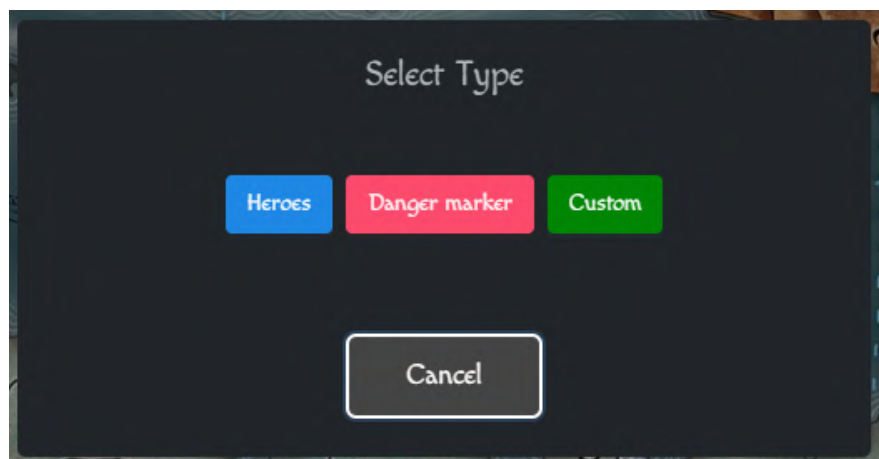

5.- QUEST MAPS (play with ADP)

From the 'Mission Maps' menu you can access the list of official maps of the game campaigns to be able to play with ADP with unexplored map or with human player and not having to assemble the map manually.
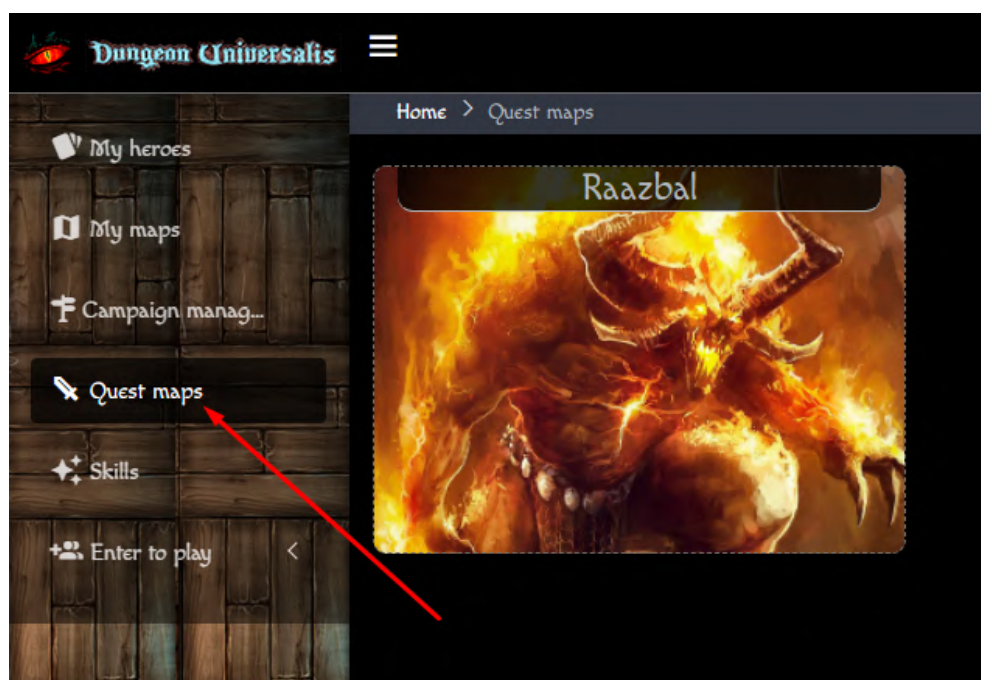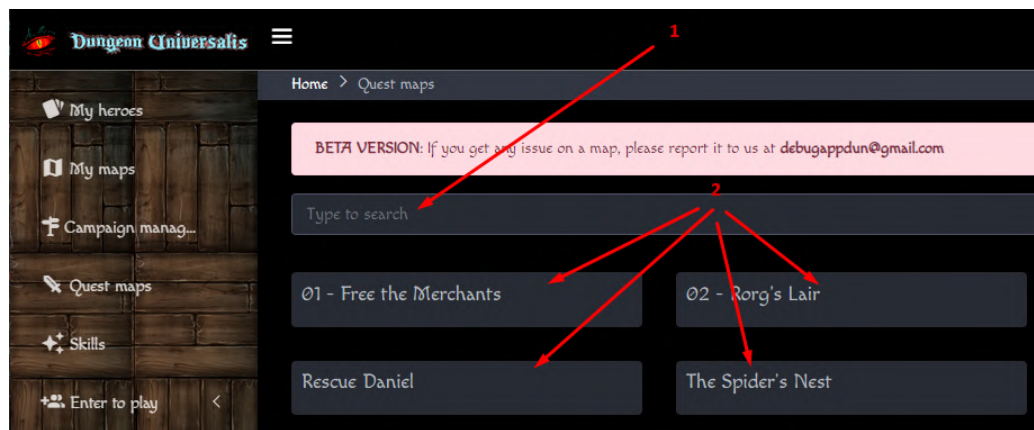
1.- Searcher of maps, writing the name of the map to look for they will be filtered in the list.

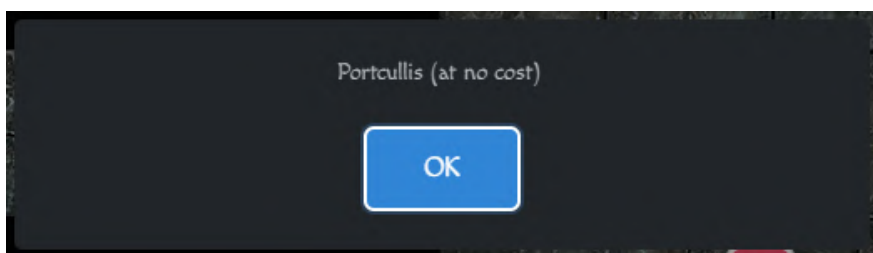**2**.- List of maps, clicking on each one we will access the map to be able to use it.
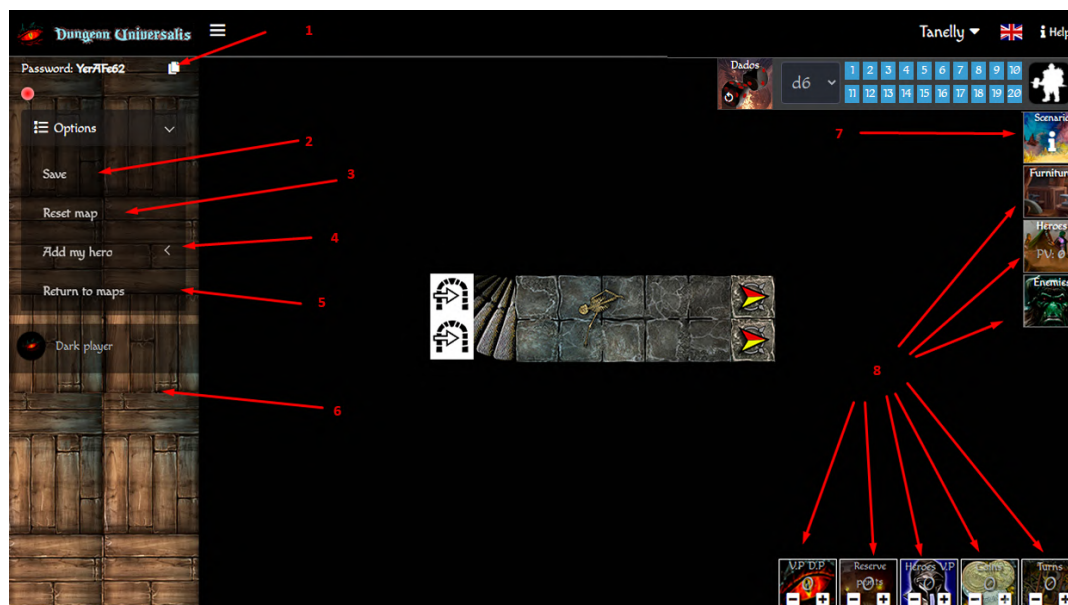
1.- Code to share mission and play online with friends.

2.- Save the map (it does not save automatically)

3.- Reset map, to leave it without starting as the original one.

4.- Add saved heroes

5.- Exit current map

6.- Side for the dice rolls as in the 'Play with friends' section.

7.- Scenario data, here we will see the introduction, objectives, specials ... Everything necessary to be able to play the map without having to access the adventure book.
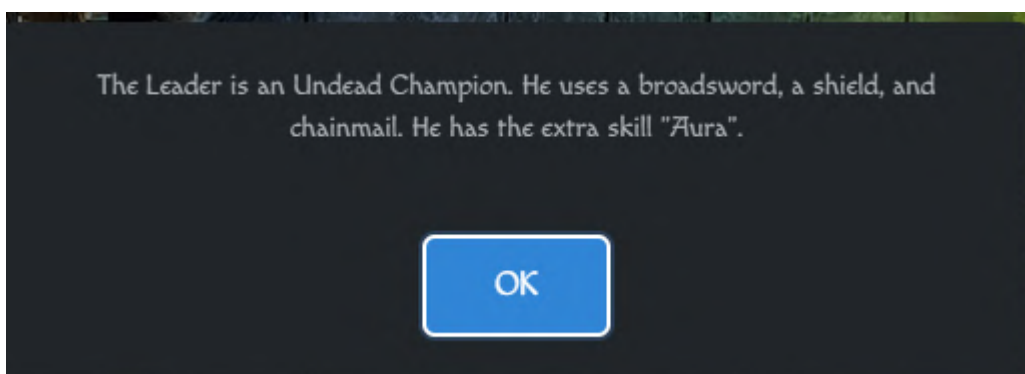

8.- Controls identical to those of the online play with friends seen in previous pages...

The map events that are hidden to the players will be displayed by clicking on the different elements of the maps; that is why it is important to click on the elements with which you want to interact.

Example 1:

Example 2:

Example 3, events with inter-performance:

Impassable door: if a character wants to open the door, he must correctly answer the following question: "Who is the fish most afraid of?". A hero can use an Action to order the symbols if he is adjacent to this door. He must order the 3 animal symbols by placing the animals most feared by the fish from highest to lowest. If he does not sort them correctly, he will take 5 damage dice against Intelligence

OK

Wrong answer. You take 5 dice of damage against Intelligence.

OK