



Snow War v.419 110411

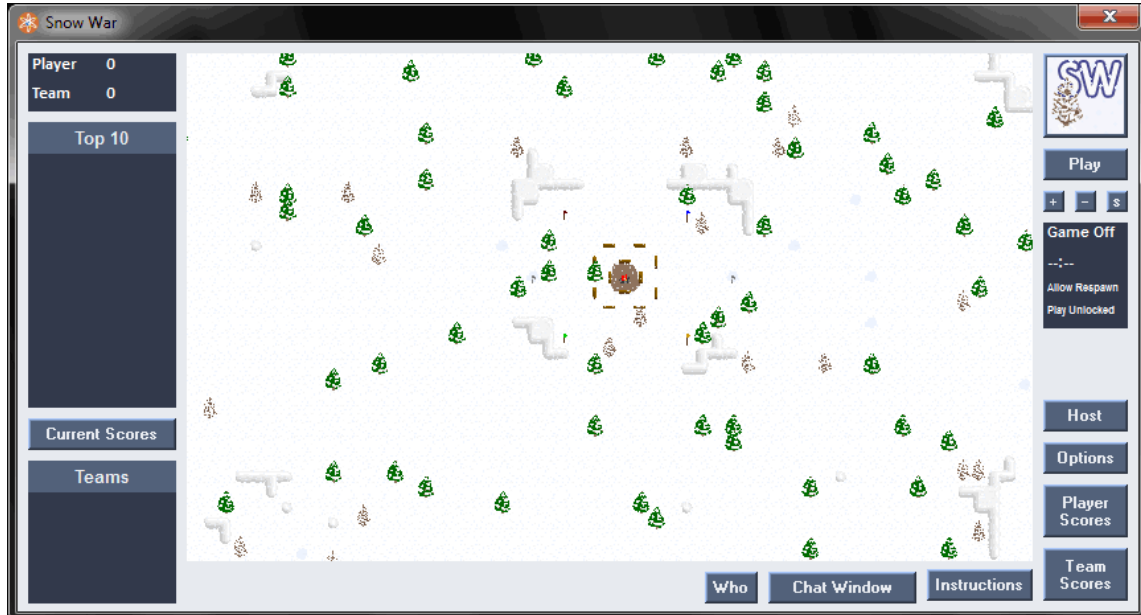
By: Asielen/Drumersl

Snow War is a simple capture the flag game which was originally created for LummoX JR's contest in January 2008. It was abandoned for a while because I got very busy with school and such but, I have recently decided to clean it up a bit and make it at least playable.

For Comments or Bugs please go to <http://www.byond.com/members/Asielen/forum?forum=1> or email me at asielenbyond@gmail.com

The Interface

When you first enter the game, you will see this screen:



What you see in front of you is an overview of the current gameplay. If you wish, you can just watch the game and chat without playing.

On the right side and below the screen there are a few buttons.

-The **[Play]** button will put you into the game.

-The **[+]** and **[-]** button let you zoom in and out of the game play action (you can use the arrow keys to move around while watching also)

-The **[s]** button toggles between two interface sizes

-The **Game Play Box** describes the current game

-The **[Host]** button and **[Options]** button are only available when hosting

The **[Host]** button allows you to host the game

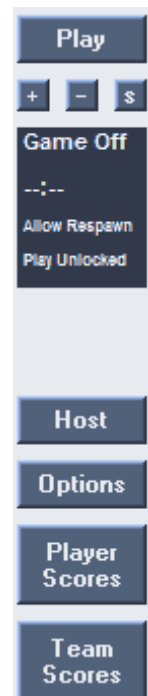
The **[Options]** buttons allows for basic game management

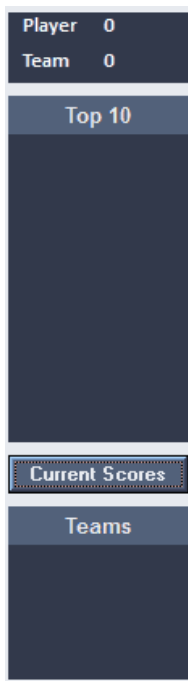
-The two scores buttons will bring up a list of the all-time top scores

-The **[Who]** button shows everyone who is currently logged on

-The **[Chat Window]** button opens and closes the chat window

-The **[Instructions]** button opens this guide





The boxes on the left side show current score information.

-The top box shows your current score along with your team's score

-The second box shows the Top 10 current scores in game

To view all current scores, click the **[Current Scores]** button

-The final box shows the current team rankings.

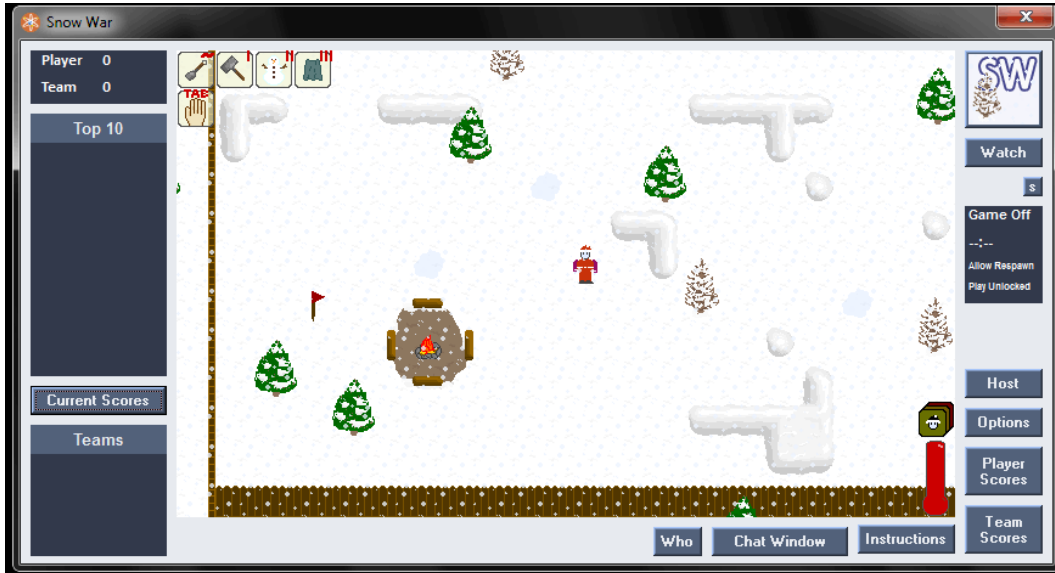
The Game Play Box shows the current conditions of game play.

-The Host of the game can set up game parameters to create tournaments, and the parameters of the tournament will be shown in this box.

-This will be explained later in the Hosting and Game Setup section.

Game Action

To play, click the [Play] button under the Snow War logo.



As you can see, the [Play] button has changed to a [Watch] button and the zoom buttons are gone.

The game is played using a few keys,

- The arrow keys (or numberpad) move your character
- The [Space] bar is used to throw snowballs. If you are near ice when you throw, you may instead throw an ice ball.
- The [Tab] key is used for using things and interacting with objects.

Some uses are: grabbing a flag from an opposing team, interacting with your flagpole, using a bucket to create ice, or turning on a spigot.

- The [~] key is used for digging holes and destroying walls
- The [1] key is used for building walls

While part of a team

- The [2] key builds an attack snowman (which is loyal to your team color)
- The [3] key makes you invisible for a short time

In addition you can use the [W], [C], and [T] keys for: world chat, in view chat, and team chat respectively.

How to Play

The purpose of the game is to get the highest score either as an individual or a team.

- Each time you play, you are given three lives which are shown on the bottom right corner of your screen. Your body temperature is shown in the image below the life meter. If your meter reaches 0%, you are sent back to the fire to warm up.

 - At any time, you can go back to the main fire, or your teams fire to warm up

 - When you are sent back to the fire, you are invincible until you make a move

- You can damage other players by throwing snowballs at them, or by trapping them in holes.

- Once in a hole, a player has to dig themselves out or they will become colder and colder.

Teams

- To start a team, go to a campfire in which no team has been started. You will be prompted to name the team.

- To leave a team, go up to your flagpole and interact with it. You will be given a choice to leave the team.

- While in a team you have access to building a snowman and going Invisible for 10 seconds.

- If you manage to get to a team's flag and then bring it back to your team without being sent to a fire, you will earn yourself and your team points

Scores

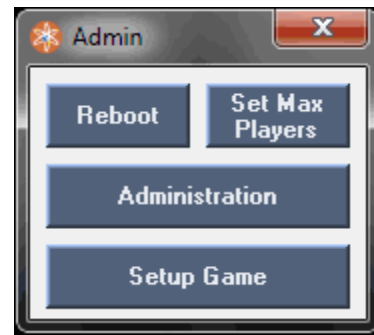
- Scores are recorded automatically when you log out or are killed.

- You can gain points for damaging other players, finding objects and capturing another team's flag.

Hosting and Game Setup

When running a server, the host has two options:

- Allow for open gameplay with no parameters, or
- Use the hosting window to set up a game



Setting up a Game

To set up a game, click on the **[Setup Game]** button in the host options window. You will see the screen on the right.

In this window you have a few options:

-Game Play Time: How long you want the current game round to be played.

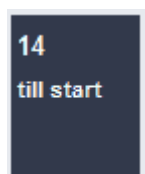
-Allow Player Respawn: If this is checked, players can respawn with a new character after they use up their three lives.

-Allow New Players: If this is checked, players can join after the current round started.

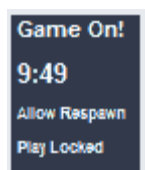
-Clear Map: This will remove any snowmen from the map.



Once you have your options picked out, click the **[Submit Settings]** button. This will automatically remove all players from game play and give them an option to participate in the new round. In addition, the Game Play Box will change to show a 30 second countdown to the start of a game.



After the time 30 seconds is up, the round will start and all players Game Play Boxes will be set with the current parameters of the round.



Stopping a Game Early

If you wish to stop a round while it is in progress, you can click on the **[Setup Game]** button and you will be presented with two options:

-**Reset Game:** Stops the current session and sets all players to watch

-**Save Scores:** Whether or not to save the current scores from the round. (This only applies if you choose to reset the game)

