

## UNDERWORLD GAME INSTRUCTIONS



### Signing in

You can create a new user account, log in with an existing username and password, or choose to enter the Underworld Evolution game as a guest. If you choose to enter as a guest, you will not be able to customize a game character or save your ranking.



### Customize a game character

When you create a user account, you will be prompted to customize a game character. The side you choose (Vampire or Lycan) will be a permanent selection and saved in your user account. If you want to create a game character on the opposing side, you can establish a new user account.



Your game character is represented by a portrait, which you can see when you customize your game character. You can customize your game character's gender, icon, and color. Players with Lycans can choose the color of their game character's fur, and players with Vampires can choose their game character's head and hair color. You can modify your game character's appearance at any time by clicking the Edit button below your portrait.

Your game character can earn enhancements as you play the Underworld Evolution game, depending on your game character Level, as described below.



### **Game Character Levels**

Your game character will accumulate Kills, Deaths, and Wins as you continue to play the Underworld Evolution game. Your stats, as well as the number of games played, will determine your ranking on the Leaderboard and increase your game character's Level.

All new game characters start at base Level 1, and can earn Level 2 or Level 3 status by continued gameplay. Your Level is indicated by the number (1, 2, or 3) which appears below your game character's portrait.

As your game character reaches a higher Level, you can earn awards including attack upgrades, speed upgrades, character icon upgrades, special portrait effects, and other awards and character enhancements.

Click on the Edit button below your game character portrait to view your character enhancements.



### **Starting a game**

Before starting a game, choose your game environment from one of three game boards: City, Forest, Ruins.

You can then proceed to the Overworld (Game Rooms) to join or start a game. The Overworld shows all game rooms including empty rooms, rooms that already have games in progress, and rooms where games are forming and waiting for additional players.



To create a new game, click on an empty room. When you open a new game room, you will be the game host. You can wait for other players to join the room, and then start the game, or you can immediately start a game against the computer.

To join a game, click on a room where some players have gathered. In this case, wait for the host (the person who has opened the room) to start the game.

There are three types of games you can play: Deathmatches, Missions, and War.



### **Deathmatches**

You can choose to create a new Deathmatch game, join a game, or play against the computer. A maximum of 8 players (4 on each side – Lycan or Vampire) can play a Deathmatch game.

A Deathmatch game ends when all game characters on one side have been killed. The Deathmatch win will be attributed to the player (or players, if more than one) who are left alive on the winning side.



### **Missions**

You can choose to create a new Mission game or join a game. Missions are two-player games, in which each player controls a Vampire or Lycan team of 4 game characters: a commander (the player's primary game character) and 3 foot soldiers.

Each of the three game environments has a unique Mission objective, described below:

#### *City Mission:*

Your goal is to kill the opposing team members.

#### *Forest Mission*

Vampire objective: Deliver the medallion to the Vampire enclave.

Lycan objective: Stop the Vampire team by killing the bearer of the Medallion.

#### *Ruins Mission*

Lycan objective: Escape with the Hybrid Blood Vial.

Vampire objective: Stop the Lycan team by killing the bearer of the Vial.



At the start of the Mission, select one of your team's game characters (either the commander or a foot soldier) to be the bearer of the medallion or vial. A small icon, visible only to you, will appear beside the name of the game character you have chosen. The game character's identity will be kept secret from the opposing team.



### **War**

You can join the War if space is available in the game environment you have selected (City, Forest or Ruins). You can also choose to watch the War instead of playing. Your goal in War is to kill the opposing team members.

If the selected War game environment is full, you can wait to join, and watch the War while you wait. When a game character is killed, that player leaves the War and a slot opens for the next player in line.

The glowing War button on the Overworld (Game Rooms) screen, along with other visual elements throughout the game screens, will shift colors to indicate which side is winning the War. The Bloodmeter in the upper right corner of your game screen also reflects the dominant side. The Bloodmeter and visual elements will be reset daily.

### **In-Game Chat**

Once you have entered or opened a game room, you can use the chat window at the bottom left of the game window to send messages to other players in the room. You can chat privately with members of your own team in a Deathmatch or War by typing a “/” before your message.



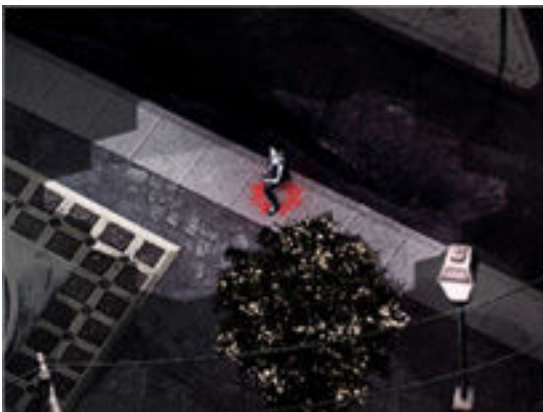
### Playing the game

In all game types (Deathmatches, Missions, and War), your goal is to reduce the opponents' health to 0 by using the attacks available to your game character(s). A player's health is indicated by the bar below a game character's portrait. When this health bar is completely depleted, the game character is "killed" and no longer part of the game.

On each turn during Deathmatch or War, you will have 5 seconds to move or attack. After all players have chosen their moves and/or attacks, the selected actions will play out at once. If you do not select a move or attack before the 5 second turn timer runs out, the game will continue and your game character will not move or attack on that turn.

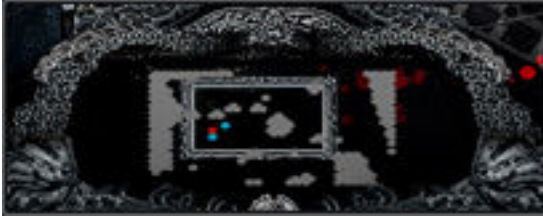


On each turn during a Mission, you will have 20 seconds to move or attack with your team. Select a move or attack for your primary game character **as well as** each of your foot soldiers on your turn. After the turn timer runs out, all game characters' actions will play out in the order they were selected. If you do not select a move or attack before the 20 second turn timer runs out, the game will continue and your team/game characters will not move or attack on that turn.



### Field of Vision

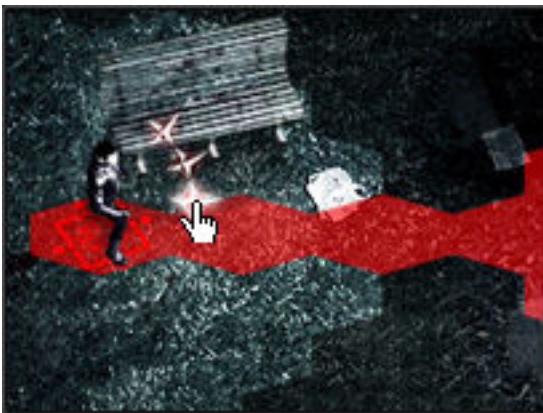
All game characters have a limited field of vision. The area that a game character can see clearly is restricted to the character's move radius, and is highlighted in a lighter color on the game board. Your opponents are visible when they are within your game character's field of vision or your team members' fields of vision. Opponents are also momentarily visible when they attack or are hit by an attack.



### **Gameboard Map**

You can use the small overview map at the bottom center of the game screen to track the position of your game character/s, the goal of a Mission, your opponent's location, and any obstacles which appear on the game board. However, the overview map only reveals the location of opponents that are visible in your field of vision.

Lycans are represented by blue icons, Vampires are represented by red icons, and the goal is represented by a small white circle. In a Deathmatch or War, your game character is represented by a white icon in order to differentiate it from the rest of your team. Gameboard obstacles are marked in gray on the overview map.



### **Attacks**

Each game character has a variety of attacks available on each turn.

Click once on your game character to view these attack options, then mouse over each attack button to view the attack's damage range on the game board. Click on an attack button to select that attack.

Your game character starts the game with three attack options. This range of options may increase, up to a total of nine attack options, as you earn level upgrades.



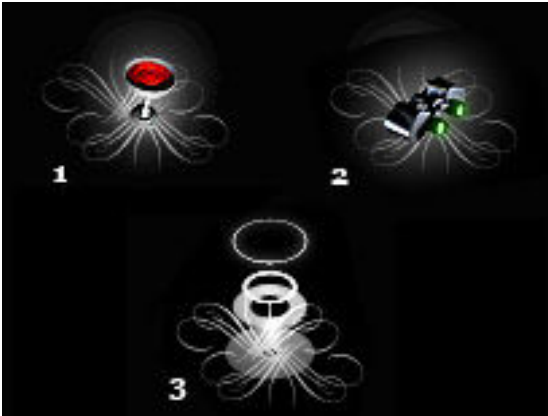
When you use an attack, that specific attack option will not be available on your next turn. Attack icons in the first level of options will re-charge after one complete turn. Attacks options from the second level will re-charge after two turns, and attack options from the third level will require three complete turns to recharge.

If your attack is successful, the opponent's health bar will decrease. When a game character's health bar is completely depleted, that character will be "killed" and no longer a part of the game.



### Moves

To move your game character, click and drag your game character to a space within the available movement range, highlighted on the game board. When you release your game character, your move will be set and you will not be able to change it. Your movement range may increase if you earn a pick-up or a level upgrade.



### Pick-ups

During game play, pick-up items will appear on the board when certain obstacles are destroyed. Move your game character onto a pick-up space to collect it.

A Health pick-up (1) will replenish your game character's health bar. A Nightvision pick-up (2) will expand your game character's field of vision to the entire board for one turn. A Teleport pick-up (3) will allow you to move anywhere on the board on your next turn.



### Player Scoring

The number of Kills, Deaths, and Wins for each player will be recorded. These stats, as well as the number of games played, will determine a player's ranking on the Leaderboard and increase a player's Level.

#### *Kills*

Kills are earned every time you kill an opponent in any type of game. However, if you kill a game character on your own team, you will lose one Kill from your total Kills score.

#### *Deaths*

A Death is recorded every time your game character is killed. Note that if you exit War and you have under 50% of your health remaining, your departure will be counted as a Death. If you have more than 50% of your

health, leaving War will not count against your player score.

### *Wins*

In a Deathmatch, the Win will be attributed to the player (or players, if more than one) whose game character is left alive on the winning side after all opponents have been killed. In a Mission, the player who successfully reaches the mission goal (or defeats the opposing team) will earn a Win. There is no individual winner in War.

To view your stats, roll over your game character's portrait. To view another player's stats, roll over that player's username, as it appears within the Overworld (Game Rooms), during a game, or on the Leaderboard.

During War, a player may also earn a temporary title, visible to all players in that War game room, for being the top scorer during a War game session. These titles do not become part of the player's permanent record.



### **Leaderboard**

The Leaderboard is divided into a Lycan side and a Vampire side, and the top-ranked player for each side has their portrait displayed at the top of the Leaderboard.

Total Kills, Deaths and Wins are listed for each player who ranks on the Leaderboard.

A large Bloodmeter at the bottom center of the Leaderboard shows which side is winning the game, since its beginning.



### **Bloodmeter**

The Bloodmeter in the upper right corner of your screen indicates which side (Lycan or Vampire) is winning the War. This Bloodmeter also appears on the Underworld website, and will be reset daily. Visual elements throughout the game screens and the Underworld website will also shift colors to reflect the dominant

side.



### **More Help**

You can click on the “?” icon near the top of your screen to view help and hints relevant to the game screen you are currently on.