CrossOver: Roll For Initiative

Manual

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1 Introduction

Gibbon-MUD BBS Forum - General Chat

23:54 - 30/07/1989

Wow, this is crazy but it really happened. Just hear me out, please. I was in my bedroom, just finished playing on my G64 computer. This weird lightning struck, I mean totally not normal, all purple and shit, and it sent my G64 crazy. It seemed okay afterwards so I started rolling up a new character for an "Adventures In Celador" tabletop campaign tomorrow. I just finished filling out my character sheet when this little portal opened on the table and a tiny pixel monster climbed out! It somehow crossed over from the computer into our world! Bonkers, right?

Not only that, they trotted right onto my character sheet and started wailing on my character! Don't ask me how it's possible but it's as though my character was alive and they were trying to kill it bit by bit. But I was able to help defend it by rolling the dice in my tray and using the character's attacks to fend them off. Yeah I know it doesn't make sense, but it worked, I could kill the little bastards with the sheet's weapon and spell lists. I could even hire my own little pixel mercenaries to fight for me!

Anyway, I wanted to leave this guide as a warning for anyone else - if it happens to you, just follow what I say and you'll be okay. I am not making this shit up!

- Anonymous User

2 Main Menu

[**Anonymous User**: *There's a whole **secret game** hidden on this screen, with its own online leaderboard for high scores. Pretty obvious when you know what to look for!*]

Game Modes

- **New Campaign**: Begin a new Campaign or play Endless Mode from any of the available Game Modules. Campaigns are solo games in a series of Stages you can progress through, while Endless Mode is a single randomized Stage that proceeds until you die.
- **Resume Campaign**: Unless you die, your progress in a Campaign will be auto-saved between Stages and your current saved game can be resumed from here.
- **Co-op Scenario**: Launch an online two-player game either as a Host (controlling your character sheet) or as a Client (controlling the dice tray). A selection of Co-op Scenarios or Co-op Endless Mode can be played together in any available Game Module.

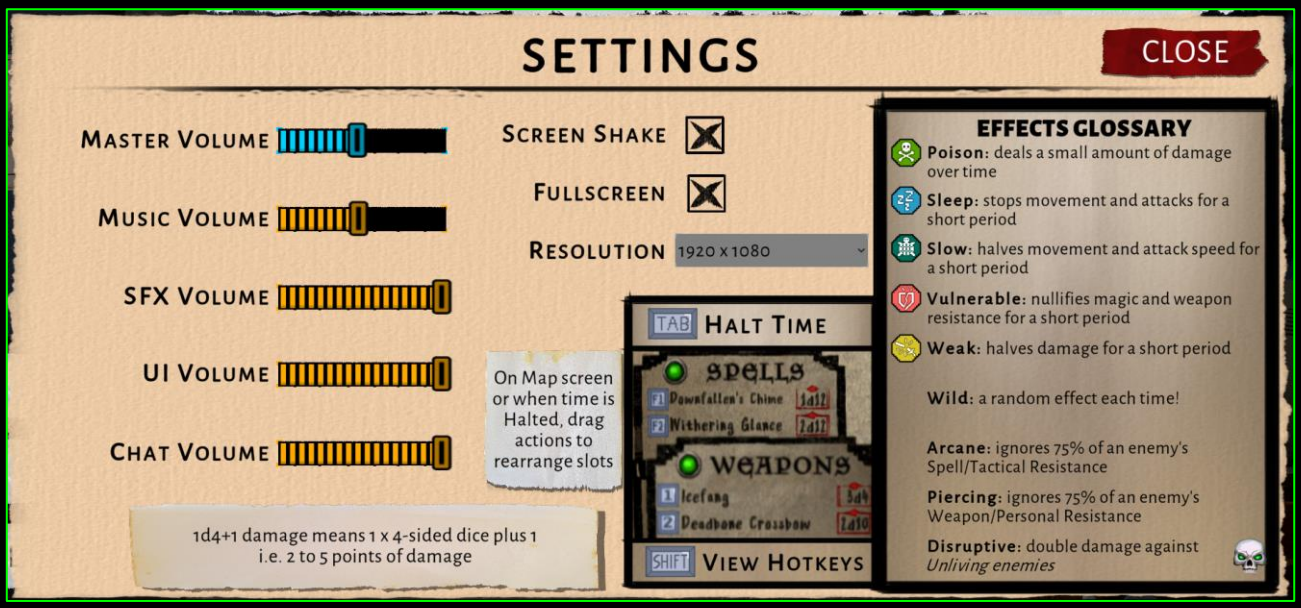
- **Endless Game**
  - Play an endless game of CrossOver with randomly generated waves of enemies. See the section on Endless Mode for more information.
  - In the dropdown menu to the left, choose which Game Module to play in Endless Mode.
  - The progress bar to the right shows how close you are to increasing your Rank in this mode. Ranks are counted per Game Module, not shared.
  - Hover over the Rank pennant to view your current Rank Bonuses.
  - Press the Reset button to wipe all progress for that Game Module and return to Rank 1. This may be useful if you decide to try a different build for the Rank Bonuses selected.

- **Dice Defense**
  - Play an auto-attacking "Tower Defense"-style game of CrossOver with randomly generated waves of enemies. See the section on Dice Defense Mode for more information.
  - In the dropdown menu to the left, choose which Game Module to play in Dice Defense Mode.
  - The progress bar to the right shows how close you are to increasing your Rank in this mode. Ranks are counted per Game Module, not shared.
  - Hover over the Rank pennant to view your current Rank Bonuses.
  - Press the Reset button to wipe all progress for that Game Module and return to Rank 1. This may be useful if you decide to try a different build for the Rank Bonuses selected.

Other Options

- **Intro/Tutorial**: Play an introductory tutorial that walks you through the basics of CrossOver's gameplay.

- **Info/Gallery**: Access the following sub-menus by clicking on the tabs:
  - **General Information**: Story summary, dice key, version number, and important links.
  - **Gallery**: View beautiful unlocked cover and completion artwork from the campaigns.
  - **Credits**: See the scalliwags responsible for CrossOver.



- **Settings**: Access various settings and details. This menu can also be accessed during gameplay when you Halt Time (pause).
  - Master Volume - changes the overall volume level for all elements.
  - Individual Volume Controls - change the relative volume between elements, such as music and sound effects.
  - Screen Shake Toggle - Melee area weapons cause the screen to shake, with severity determined by damage result. You can disable shaking by unchecking this box.
  - Fullscreen Toggle & Resolution Dropdown - change the game's visual representation.
  - Hints - how to Halt Time, view/use Hotkeys, etc.
  - Glossary - describes all attack keywords & status effects.
- **Casual Mode**: Toggle this on and drag the slider to choose a %. While Casual Mode is on, Deterrents are disabled and enemies in Campaigns will only do the selected % of their normal damage (even 0% for god mode!). This ONLY applies to solo Campaign play.

3 Gameplay

CrossOver's core gameplay is a mixture of real-time puzzle and action, where you need to divide your time between matching dice on the right-hand side of the screen to power the actions on your character sheet in order to attack enemies.

First, I'll run through the typical game flow, then I'll briefly explain each individual element of the game and its layout on the screen, then run through the controls and how you actually do things, and finally run through some in-depth details of gameplay aspects.

Typical Sequence

1. **Create a Character**: Select your character's Race (which determines Stat adjustments, XP modifier, starting HP and HP gained per Level) and Class (which determines your cooldown and hire/buy cost adjustments, starting GP and starting equipment) and roll/re-roll your Stats. Pay attention to your selections and how they interact (e.g. suitable classes for certain races, desired Stats and mix of Dice Ultras) as this profoundly impacts the difficulty of your quest.

2. **Prepare For Battle**: On the map screen, view the upcoming enemies, alter your Character Sheet's action list order (some of which correspond to Hotkeys), and spend any starting GP with the travelling Merchant to buy additional Armor and Items.
3. **Roll For Initiative**: At the start of a Stage, you will automatically roll a d6 (six-sided die) to determine how long you have to prepare before the first wave of enemies begins.
4. **Collect Dice**: Move dice in your tray to create matches (3 or more of the same dice) to fill up your inventory. You'll need this to make attacks, so try to match dice that are needed by the Spells & Weapons you have on your Character Sheet.
5. **Attack Enemies**: Once enemies start appearing on your desk, use your Spells and Weapons to destroy them. Some attacks are defensive in nature, such as slowing down your enemies or weakening their attacks. Every enemy destroyed rewards you with XP and GP.
6. **Hire Mercenaries**: If things get too hectic and you've earned enough GP, hire a merc to make life easier - they'll attack enemies on your behalf.
7. **Use Items**: If you're near death, quaff a health potion or cast an armor scroll, gain an attack buff or just throw a bomb at some enemies.
8. **Use Dice Ultras**: If you've built up enough stock for an Ultra, let it rip! They can get you out of a tight spot.
9. **Take A Breath**: Pay attention to the enemy waves and take advantage of the gaps between them to collect more dice. If you're struggling with the pace, Halt Time to pause and assess your options.
10. **Tally Your Winnings**: When you've defeated all the enemies in a stage, collect bonus GP for each dice left in your inventory, plus a bonus Gem that you can later trade for GP or use to unlock new Races/Classes. You'll also be able to choose a special reward, either a new Spell, Weapon, Mercenary or a chest full of gold. Your prior HP, and any damaged Stats, Armor, Spells, Weapons or Mercenaries will be fully restored as well.
11. **Level Up**: If you earned enough XP during the Stage you'll gain a Level, which increases your Max HP and allows you to choose a Stat to increase. If you gain enough levels, you'll unlock further campaigns.
12. **Have an Encounter**: If you're lucky (or unlucky in some cases!) you'll wander into a random encounter between stages, where you choose how to react to a unique situation. You can gain new equipment, armor, XP, GP or stats - or lose them.

13. **Continue Your Journey**: Fight through further stages to complete the Campaign and clear the evil pixel monsters from that book!

Game Elements

- **Character Sheet**
  - **HP** - your Health Points. When this is reduced to zero, you die.
  - **Max HP** - the maximum amount of HP you started with. If you heal during the game, you cannot increase your HP above this amount.
  - **XP** - Experience Points determine your character's progress through a Campaign. Though it rarely happens, XP can be damaged by enemies and permanently lost.
  - **XP For Next** - the amount of XP required at the end of this game to gain a level in the Campaign.
  - **GP** - Gold Pieces in Celador, however in some non-fantasy Game Modules it may more thematically stand for Game Points, Galactic Pesos or some other suitable acronym (i.e. don't get hung up on it, it's just a game). This is used up when you hire Mercenaries, or when enemies damage the GP segment of your sheet. GP is added when matching dice and killing enemies.
  - **Armor** - each category (Head, Neck, Body, Arms, Legs) represents a piece of armor you may have equipped. If the box is empty, you have no armor in that slot. Your total Armor Rating is displayed in the center. Armor can be destroyed, in which case it no longer provides any protection, although it is repaired between stages.

- **Statistics** - your character's current stats, detailed below. These can be damaged during play, which makes your character less effective. Stats are restored between Stages.
  - **CHA**: Charisma, which helps determine how much you pay for goods from the Merchant, and how much you pay to hire Mercenaries.
  - **CON**: Constitution, which helps determine how much HP you gain when increasing a level. If this is damaged during a game, your Max HP is reduced (and if HP is at the maximum, it is reduced to the new level of Max HP). Note that increasing your CON bonus only applies to levels you gain going forward, not retroactively for levels you've already gained.
  - **INT**: Intelligence, which can add or subtract damage to/from your Spells.
  - **WIS**: Wisdom, which helps determine your Spell cooldown time.
  - **STR**: Strength, which can add or subtract damage to/from your Weapons.
  - **DEX**: Dexterity, which helps determine your Weapon cooldown time.
- **Spells** (called Tactical in the Gaea Game Module) - attacks of a mystical nature (or long-range tactical weapons).
  - The Spells/Tactical icon to the left (a purple/blue diamond) identifies this as doing Spell/Tactical damage, which is important to enemy resistances.
  - The figures to the right are the cost to use that Spell, e.g. 2d6 means 2 x 6-sided dice are required.
  - The circle to the left displays the Spell's status:
    - Red - not enough dice to cast this.
    - Green - ready to cast.
    - Partial Blue - Spell is currently cooling down. If the background is green, you will be able to cast the Spell again after it cools down; if it is red, you will not (out of dice).
  - If the Spell has been destroyed by an enemy, it will be crossed out and unavailable. In a Campaign, all destroyed equipment except Items are restored between Stages.
  - Hovering over a Spell will display its details on the Information Sheet.
- **Weapons** (called Personal in the Gaea Game Module) - attacks of a handheld nature, whether melee or ranged such as arrows and darts.
  - The Weapons/Personal icon to the left (a grey fist) identifies this as doing Weapon/Personal damage.
  - Other details work the same as for Spells.
- **Items** - when you use an Item or an enemy destroys it, the quantity (number to the right) will be reduced by 1. Hovering over an Item will display its details on the Information Sheet.
- **Mercenaries** - your roster of Mercenaries that you can temporarily hire and place onto the battlefield. To the right

is the cost in GP. The circle to the left will be green if you can afford to hire the Merc, otherwise it will be red. If partially colored, it represents the duration of the hire and how close until it ends. Hovering over a Mercenary will display its details on the Information Sheet.

- **Information Sheet** - displays additional information in two ways:
  - **Default Info**
    - How many enemies are currently on screen, and how many enemies remain to be spawned this Stage.
    - Your current aggregate Modifiers, which will include your natural bonuses, bonuses (or negatives) from your Stats, any Special Rules of the current Stage, and any short-term buffs from Items.
  - **Popup Info** - while hovering the mouse pointer over your Stats, Armor, Spells, Weapons, Items or Mercenaries, the Information Sheet will temporarily show all the details of that selection, such as an image, description and parameters. *On the map screen only*, hovering over the Race and Class text will pop up the Race/Class bonuses.
- **Dice Tray** - the dice you can match to grow your stock. If unfamiliar with Tabletop Roleplaying Games, these may look strange. Check the main menu's Info screen for a key of which die is which (there's also a screenshot of this a few pages back, or just look at the number on the displayed face). Basically, each die has a different number of faces, from 4 to 20, so they are named accordingly, from d4 to d20.
- **Dice Inventory** - the stock of dice you've collected (by matching).
- **Dice Ultras** - if a dice in your inventory has a glowing circle beneath it, you have enough stock of it to activate a Dice Ultra. If the circle is any color but orange and has a [?] tooltip beside it, the Ultra is race/class specific and hovering over the tooltip will provide its details. If the circle is orange and no tooltip is present, then the Ultra is a standard Dice Blast described by the shared [?] tooltip below the Dice Inventory.
- **Gem Inventory** - the number of Gems you've found. Note that if you are killed during a Stage, any *new* gems found during that Stage will be lost.
- **Stage Information** - updates you with the following information in the top-left area of the screen:
  - **Current Wave** - most Stages have 4 waves, though some have more or less. When it's the Final Wave it will say so.
  - **Next Wave** - how long until the next wave begins.
  - **Deterrent** - how long until the Stage's Deterrent becomes active, at which point it will regularly damage you until you beat the Stage or die.
- **Portals** - the entrance into this world for pixel enemies.
- **Enemies** - enemies will attack various parts of your Character Sheet.

  [**Anonymous User**: *your character sheet can look different between campaigns, so you sometimes need to learn new aiming lines, cluster points, defense zones and so on.*]

Game Controls

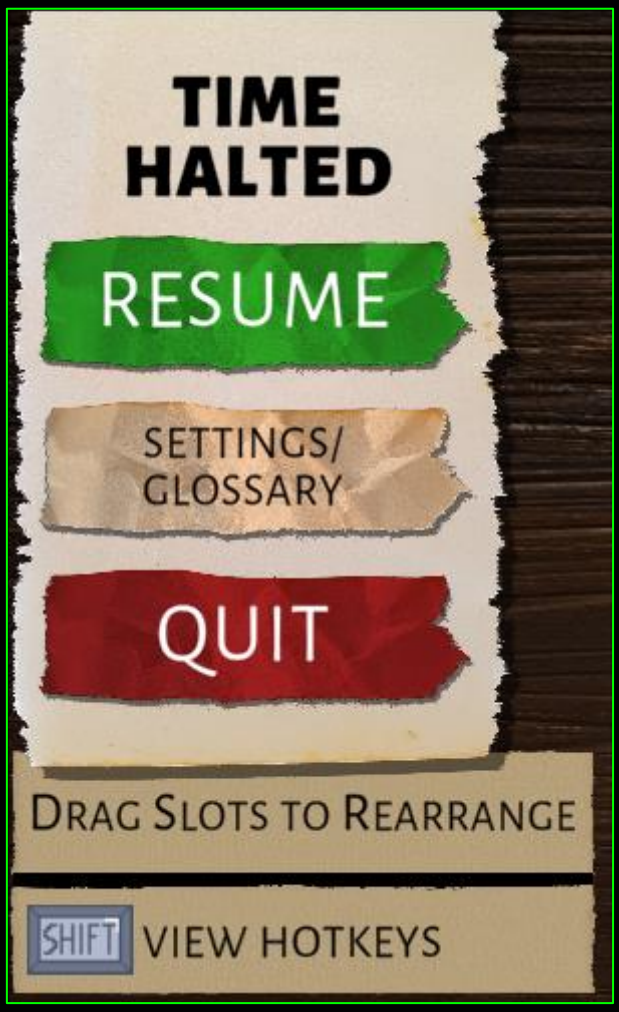
CrossOver is primarily controlled using the mouse, and indeed can be played solely with the mouse, although there are some optional keys that can make life a little easier. **Below, LMB/RMB = Left/Right Mouse Button.**

- **Dice Match** - To match dice, you need to move a die into any adjacent square in order to create a row or column of 3 or more of the same type. The matching dice will then be removed from the tray and added to your inventory. You also gain some GP for every dice match. There are two ways you can move a die:
  1. Hold LMB to drag dice into an adjacent square.
  2. LMB to select a dice then LMB to choose the target adjacent square. RMB or clicking on a non-adjacent dice cancels the previous selection.
- **Special Match** - If you match 4 or more dice in one move, one or more of the following can happen:
  - Match 4 of the same dice: a wave attack damages every enemy and you gain extra XP.
  - Match 5 or more of the same dice: in addition to a larger XP bonus, an *enhanced* wave attack does extra damage to all enemies and also applies a random Status Effect.
  - Match 12 or more dice in one move (typically by way of a cascade of new dice creating matches automatically): heal 1 HP.
  - Match 14 or more dice in one move: gain 1 Gem.
- **Dice Ultra** - These are special actions you can take by burning a number of dice. When there is a glowing circle beneath a dice in your Inventory, click LMB on that dice to activate the Ultra. Each Ultra has an Activation threshold, which is how many dice of that type you need before you can activate the Ultra, and Cost, which is how many dice are deducted upon activation. For more details on Dice Ultras, see the dedicated section below.
- **Attack** - As long as you have enough dice to afford it, click LMB on any Spell or Weapon to *initiate* an attack (the dice will only be deducted when the attack proceeds, unless you cancel it by clicking LMB again). Depending on the attack type, it is handled slightly differently:
  - **Area**: The area of damage will be displayed. Click RMB to damage any creatures within that radius.

- **Projectile**: The target line of the projectile will be displayed. Click RMB to fire the projectile along this line; it will damage any creatures hit along its path, plus extra damage if a creature is in the bullseye. Some projectile attacks may have a larger bullseye that can deliver the extra damage to multiple creatures.
- **Beam**: The attack happens instantly; move your mouse around to direct the beam, damaging any creature it hits. Beams deliver repeated damage for its duration. The interval between damage is lower when switching to a different creature, so swishing back and forth between two creatures can deliver faster damage.

- **Hire Mercenary** - As long as you have enough GP to afford it, click LMB on any Mercenary to *initiate* a hire (the GP will only be deducted when the hire proceeds, unless you cancel it by clicking LMB again). Red blockers will appear above locations where you can't place the Mercenary. Click RMB anywhere without a blocker to hire the Mercenary at that point.
- **Use Item** - If you have more than zero Quantity of an item, click LMB on it to use it. For Items that impact enemies, this will *initiate* the item, much like an Attack, and the Item will only be used once you click RMB at the location where you wish to use it.
- **Information Popups**
  - Hover your mouse over an enemy to see its current health bar and whether it is Unliving, represented by a skull icon. You will also see their current Resistance to Spells and Weapons.
  - Hover your mouse over a stat on your character sheet to see what bonus it currently gives and, if it is damaged, what the undamaged stat would be if you Restored it.
  - Hover your mouse over any armor, equipment or mercenary and the Information Sheet will show its details.
- **Hotkeys** - To speed up your attacking time, you can utilize Hotkeys for both Spell and Weapon attacks. At any time, you can hold SHIFT to view the Hotkeys, but basically they are F1 to F6 for Spells and numbers 1 to 6 for Weapons. Pressing a Hotkey for an attack that you have sufficient dice to use will initialize that attack the same as clicking on it would.
- **Halt Time** - Press Tab or Escape to pause or unpause the game. While time is halted you can do the following:
  - Examine the Dice Tray to work out future matches.
  - Hover over enemies and sheet elements to determine which attacks will be more optimal against which enemies.

- Change the order of your action lists (Spells, Weapons, Items and Mercenaries). This impacts which Hotkeys your Spells and Weapons are assigned to, and can push your most-used Items and Mercs to the top of the list. Your new assignments are saved.
- Hold SHIFT to view hotkeys.
- Access the game Settings menu.
- Quit the Stage.



Dice Ultras & Dice Blasts

If you have a lot of dice that you can't use for attacks, for example because your weapons/spells require different dice, they won't go to waste, thanks to Dice Ultras.

When one of the dice types in your Inventory have a glowing circle beneath them, as in the screenshot above (the d6 and the d12), you can click that dice to launch a Dice Ultra or a standard Dice Blast. How do you know the difference? A Dice Ultra will have a question mark next to it - **hover over this to see what the Ultra is** - and the glowing circle will be the color of the dice, such as the purple d12 above. If the circle is orange and has no tooltip, as in the d6 above, then clicking it will perform a standard Dice Blast.

A standard Dice Blast becomes active when you have 40 or more dice of one type, and costs 30 dice to activate. Doing this deals damage to every enemy on your desk. The amount of damage scales according to what Campaign Stage or Endless Wave you are on. These can be used repeatedly as long as you gain enough dice.

Note that if you have an unactivated Dice Ultra already assigned a dice type, it will not become eligible for a standard Dice Blast until that Dice Ultra has been activated once, after which that dice type will revert to a standard Dice Blast (when it next has at least 40 dice in stock).

Dice Ultras are based on your Race/Class combo - you may have one to a few different types of these, and they have various Activation thresholds/costs (remember to check the tooltip for this info). These ultras have a variety of effects, listed in the table below for easy reference.

Dice Ultra	Dice	Active At	Cost	Effect
Sustained Flex	d4	25	15	+2 Weapon Damage until end of Stage
Dice Bloom	d4	20	10	Add 5 dice to each other dice type
Amped Muscles	d6	25	15	-15% Weapon Cooldown until end of Stage
Turn The Tide	d6	20	10	Deal 2d4 Disruptive damage to all enemies
Heavy Concentration	d8	25	15	+2 Spell Damage until end of Stage
Relaxed Aura	d8	20	10	Cause all enemies Slow + Weak
Spark Of Inspiration	d10	25	15	-15% Spell Cooldown until end of Stage
Loose Change	d10	20	10	Gain 200 GP
Thick Skin	d12	20	10	+10 Armor Rating until end of Stage
Hard Stop	d12	25	15	Cause all enemies Sleep + Poison
Turn On The Charm	d20	20	10	-15% Mercenary Hire cost until end of Stage
Renewed Vigor	d20	30	20	Heal 1d4+1 HP

[**Anonymous User**: *Some Dice Ultras you want to use as early as possible, but try holding your Dice Blasts until you really need them.*]

Equipment

Characters live or die by the equipment listed on their Character Sheet, and you need to choose the best mix for that individual character. There's no point equipping a mage with a bunch of heavy Weapons, or giving an Intelligence-boosting cowl to a warrior.

You only have a limited number of slots for equipment, determined by your character's Class. If you gain a new piece of equipment and have no available slots, you will need to replace something you already own (the replaced piece simply gets discarded).

This section explains the various parameters listed on different types of equipment. Armor will be dealt with in its own section.

Spells & Weapons

The choice of using Spells vs Weapons is primarily driven by your choice of Class and the Stats you've rolled. If you are using a Warrior with high DEX and STR, Weapons are the obvious choice. However, when facing enemies with high Weapon Resistance, you'll be in some bother. Sometimes it's useful to have a Spell or two handy to take care of those, or grab any Weapon you see that has Piercing or causes Vulnerable.

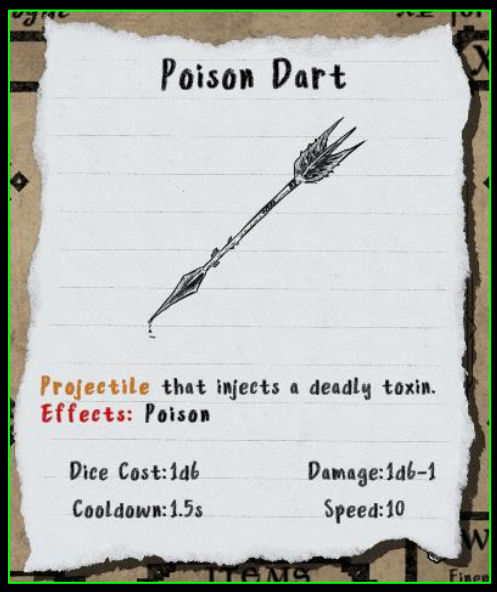
[**Anonymous User**: *Alternatively, just do so much damage it doesn't matter!*]

Some Classes, however, are built to use both Spells and Weapons equally. Usually not as well as a specialist, but their flexibility can be valuable, especially to avoid enemy Resistances.

One subtle difference between Spells and Weapons is that Weapons do an identical amount of calculated damage against each enemy it hits in that attack, whereas Spells calculate a different amount of damage per enemy. For example, a Weapon attack of 1d8 damage calculates its damage first as, say, 6 and

deals 6 points of damage to every enemy in its attack radius. A Spell of 1d8 will re-calculate that damage for every single enemy in the radius, so one enemy may take 4, another may take 7, and so on.

Below are the parameters you'll see on Spells and Weapons.



- **Dice Cost**: how many dice of this type you will need to spend to make the attack. 1d4 means 1 x 4-sided dice.
- **Damage**: the amount of damage dealt by the attack. This is semi-random, using the same dice as the cost, plus/minus a modifier. In the example of the Poison Dart above, "1d6-1" means rolling 1 x 6-sided dice and subtracting 1 from the result (*note that damage will be a minimum of 1 unless a Utility Spell, which is always zero damage*). Therefore this attack will do between 1 and 5 points of damage. As another example, a Spell with damage of 4d10+2 will do between 6 and 42 points of damage. Also note that other damage buffs from your Stats, Items or special stage rules will be applied on top of the rolled result.
- **Cooldown**: the amount of time before this attack can be made again. Generally, stronger attacks have longer cooldown times. Cooldown periods can be reduced or increased by your Stats, Item buffs or special Stage rules.
- **Radius**: the area inside which any enemies will be damaged by the attack. Only applies to non-projectiles.
- **Speed**: for projectiles only, the speed at which the projectile moves towards the target.
- **Duration**: *only applicable for Beam Spells* - how long the beam attack lasts.

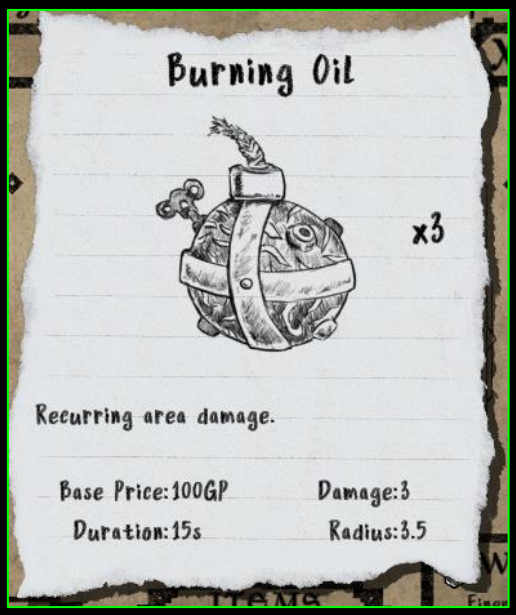
- **Effects**: which Status Effects are applied, or which Keywords the attack has.

Items

There are generally 4 types of Items:

- **Instant Damage** - a quick attack on a group of enemies. Can help you out of a jam when you have no dice remaining or all of your attacks are still cooling down. Some items can even do more damage than most Spells and Weapons.
- **Constant Damage** - spawns an effect on the table that regularly damages any enemies wandering inside it.
- **Instant Restoration** - restores various Stats and/or HP.
- **Temporary Buff** - applies a modifier to parameters such as damage, cooldown or Armor Rating. Combat buffs can be particularly effective to take down strong enemies or clear a swarm - but make sure you have enough dice collected to fuel the attacks while buffed.

Below are the possible parameters for Items.



- **Base Price**: if no other modifiers are applied, the cost to buy this Item. Modifiers can come in the form of your Charisma bonuses or Class modifiers.

- **Damage**: unlike Spells and Weapons, Item damage is fixed and not random. It is also not reduced by enemy Resistance. It is, however, blocked by Shields.
- **Duration**: for spawned damage areas or buffs, the period of time they remain active.
- **Radius**: For spawned damage areas or instant damage Items, the area in which damage is applied to enemies.
- **Buff Details**: defined in the main description area of the popup.

Mercenaries

Mercenaries can do the hard work for you. Pay them their GP and put them onto the table and they'll go about attacking enemies under their own direction. They'll target the enemy nearest to them and won't stop until it is dead or their hire duration is reached. They won't take into account enemy Resistances or even Shields, they'll just keep attacking - which makes them a poor choice when facing shielded enemies.

Some Mercenaries are actually a group, and when you hire them multiple individuals will be spawned.

Mercenaries have a glowing aura to help identify them. Their aura's color changes according to their hire duration:

- **Green**: <50% of duration.
- **Yellow**: between 50% and 75% of duration.
- **Red**: >75% of duration.

Parameters of Mercenaries are described below.

- **Attack Type**: the icon to the right indicates whether the Mercenary uses Spells/Tactical attacks or Weapons/Personal. This matters for enemy Resistances.
- **Number Hired**: listed as part of the Mercenary description. For example, "3x" means three of this Mercenary will be spawned as a group.
- **Mercenary Type**: Ranged or Melee, listed as part of the Mercenary description. Ranged remain at the point you place them and shoot anything within their Range. Melee will walk anywhere inside their Range to attack enemies, and when no enemies are within range they will return to their origin point.
- **Effects**: Status Effects applied by the Mercenary's attacks, or other Keywords that enhance their attack.
- **Base Cost**: if no other modifiers are applied, the cost to buy this Item. Modifiers can come in the form of your Charisma bonuses, Class modifiers, or Special Rules of a Stage.
- **Damage**: the fixed amount of damage dealt. Unlike Items, Mercenary damage *will be* reduced by enemy Resistance. It is also blocked by Shields.
- **Duration**: how long the Mercenary will remain on the table.
- **Range**: how far from the placement point that the Mercenary will attack enemies.

[**Anonymous User**: *Some Mercenaries attack faster than others, so their raw Damage amount can sometimes be misleading. Along with Effects and other parameters, you need to get a feel for the overall performance of any Mercenary to really learn which is the best choice to use in what situations.*]

Status Effects/Keywords

Your attacks and those of your Mercenaries can have the following keywords which add extra abilities to attacks, including the application of Status Effects on enemies for a short period. The duration varies depending on the enemy, and some are even immune to certain Status Effects.

Status Effects

- **Poison** - deals a small amount of damage over time. Can be especially deadly to stronger enemies who are susceptible to Poison. Poison damage is unaffected by resistance or shields.

- **Sleep** - stops an enemy's movement and attacks for a short period. The most powerful effect in the game, and pairs well with Poison.

- **Slow** - slows both an enemy's movement and their attacks.

- **Vulnerable** - reduces an enemy's Resistances (both Spell and Weapon) to 0%. This doesn't apply to the first attack, but further attacks will benefit from it. It's a useful tactic to use a weak, fast weapon with Vulnerable then follow it up with a strong attack that otherwise would have been reduced by the enemy's Resistance.

- **Weak** - reduces an enemy's attack damage by 50%. A very defensive effect.

Other Keywords

- **Wild** - assigns a random Status Effect to the enemy. Keep attacking to apply additional effects.
- **Arcane** - ignores 75% of an enemy's Spell/Tactical Resistance. Especially helpful for character builds that only have Spells.
- **Piercing** - ignores 75% of an enemy's Weapon/Personal Resistance. Especially helpful for character builds that only have Weapons.
- **Disruptive** - deals double damage against Unliving enemies, which are identified by a skull icon when hovering over them. In the Celador fantasy Game Module, Unliving are essentially

undead/spirit creatures, while in the Gaea sci-fi Game Module they are typically machines or biomechanical hybrids.

This information is also available on the Settings page during the game.

Armor

Armor is so important to your character, reducing the amount of damage you take from enemies. With HP being so precious, Armor is the best way to help your character last longer. It is always worth visiting the Merchant to acquire as much Armor as you can afford.

[**Anonymous User**: *Pay attention to protecting your Armor from enemies who try to destroy it! Some of them are sneaky bastards who go for your Armor first to leave you vulnerable for the rest of the fight. If you can stop them early, you'll have a much easier time in the final waves.*]

Your Character Sheet has 5 Armor slots: Head, Neck, Body, Arms and Legs. You can only have one piece of Armor in each slot. When you want to equip a new piece of Armor of a type you already own, you will need to discard the old Armor.

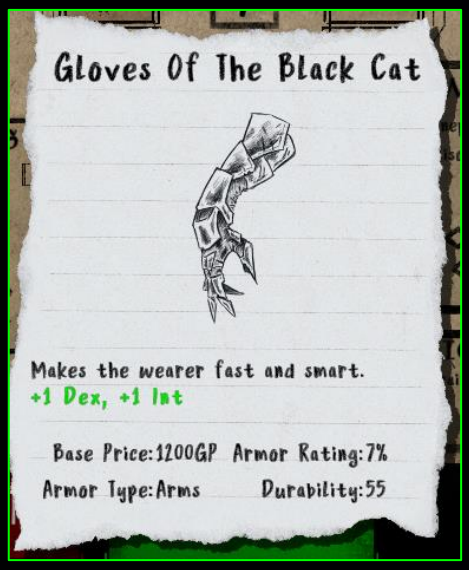
Every piece of Armor adds to your character's overall Armor Rating, which is a percentage of damage that enemy attacks are reduced by. For example, if you have a total Armor Rating of 20% and an enemy hits you for 10 damage, 20% of it is absorbed and you only take 8 damage.

Some pieces of Armor also enhance your Stats when worn. These enhancements remain even when Armor is destroyed. A special note about Constitution bonuses from Armor - these only help increase your Max HP for levels gained while wearing the Armor, it is not applied retroactively. Likewise if you later discard that Armor, prior Max HP bonuses are not deducted.

Armor can be destroyed by Enemies. When they attack Armor directly, enemy damage is not reduced by your Armor Rating. Instead, that piece of Armor's Durability is used to determine how much it can bear before being destroyed - the higher the Durability, the more damage it can absorb. If Armor is

destroyed, it no longer contributes to your character's Armor Rating, however any Stat bonuses still apply.

Armor parameters are described below.



- **Base Price**: if no other modifiers are applied, the cost to buy this Armor. Modifiers can come in the form of your Charisma bonuses or Class modifiers.
- **Armor Rating**: the amount added to your character's total Armor Rating.
- **Armor Type**: the slot on the Character Sheet that this Armor uses.
- **Durability**: a measure of damage this Armor can absorb before being Destroyed.
- **Stat Bonuses**: written in green text, these enhance your character's Stats while being worn. In the example above, both your Dexterity and Intelligence will be increased by 1.

Enemies & Damage

The crux of the matter, the reason for your quest - those pixel monsters invading your Character Sheet. Enemies come in many different forms and have a variety of abilities and behaviors.

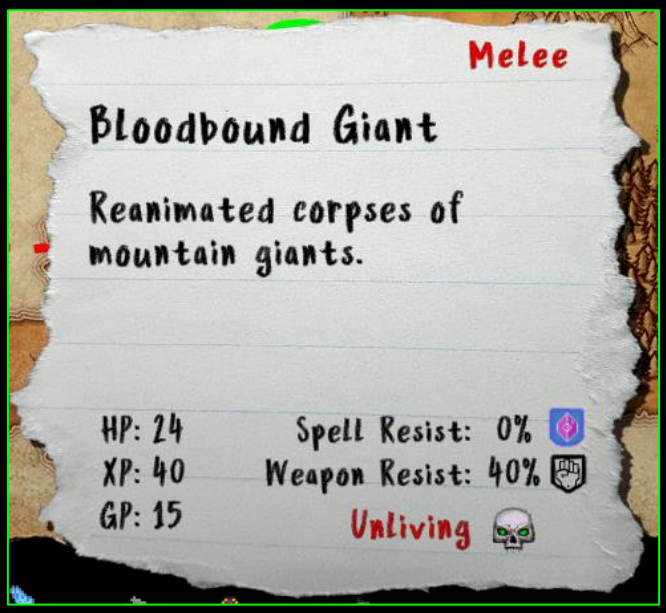
In general, all enemies are trying to kill your character, but their approach varies. Every part of your Character Sheet is a potential target. Some enemies will only attack your HP, however other enemies will first attack your Armor to reduce your protection against future damage. Others will attack your Stats to reduce your combat abilities, or your Spells and Weapons to remove offensive options from your arsenal. Still others may attack your XP to stunt your growth, your GP to prevent you hiring Mercenaries, or even the list of Mercenaries itself to remove them from your roster (this will also remove it from play if currently hired)!

When an element of your Character Sheet receives damage, its outline will start turning red. The brighter red it gets, the closer it is to destruction. Some special enemies are able to destroy a target in a single blow.

When HP is "destroyed", you lose a number of HP - for most enemies this amount is 1, but stronger enemies may destroy more HP all at once. When a Stat is "destroyed", you lose 1 point of that Stat. When XP or GP is "destroyed", you lose a small percentage of your current XP/GP.

When attacking Spells, Weapons and Mercenaries, the enemy doesn't target an individual item, they attack the list on your sheet. When they deal enough damage, a random entry in the list is destroyed. If you only have 1 entry on the list, it will remain safe and the enemies will move on to other targets.

Some enemies have a logical progression of targets, others are completely random. Although some enemies will relentlessly attack one target until destroyed, others will chaotically switch targets. But all enemies feature the following parameters:



- **Attack Type**: Melee or Ranged. Ranged will keep their distance from targets, while Melee will approach the target. In general, Ranged are a little more dangerous as they tend to clump less, making area attacks less useful - projectiles are often more effective for them.
- **HP**: the amount of damage they can take before dying.
- **XP**: the amount of Experience Points you gain from killing it.
- **GP**: the amount of Gold Pieces you gain from killing it.
- **Spell/Tactical Resistance**: the percent of damage that is reduced from Spell/Tactical attacks.
- **Weapon/Personal Resistance**: the percent of damage that is reduced from Weapon/Personal attacks.
- **Unliving**: if the enemy has this icon, they receive double damage from Disruptive attacks.

Enemies also differ in their attack ranges, movement speed, attack speed, and size. In addition, enemies can have a variety of extra abilities, such as:

- Regeneration of HP.
- Shields that randomly activate for a short duration.
- Shields that activate when an enemy is hit, and remain for a short duration.
- A buff radius that increases the speed of other enemies.
- A buff radius that increases the damage of other enemies.
- A healing radius that gradually restores HP of other enemies.

- Immunity to certain Status Effects.
- Damage that is not reduced by Armor.
- Effects that erupt in a radius upon death, such as healing or damaging enemies around them, or applying Status Effects to them.

Deterrents

If you take too long to complete a Stage, a Deterrent will come along to hurry you up. This usually only happens when you deliberately leave an enemy alive at the end of a wave in order to farm dice matches. There is an onscreen countdown to tell you how long until the Deterrent will arrive.

There are a few different visual types of Deterrent (they generally appear as computer "glitches"), but they will all continually attack you, cannot be killed, and reduce your HP significantly, so beware.

Gems

Gems are a way to transfer currency between Campaigns in the same Game Module (your Gem count in the Celador game does not transfer to the Gaea game). This means you can play easier Campaigns to gain Gems then spend them in harder Campaigns to give you a boost - by swapping them at the Merchant for GP to use in that Campaign.

Gems are also used to unlock new Races and Classes in Campaigns.

You can gain Gems in the following ways:

- Winning Stages - you gain 1 Gem per normal Stage, and 3 Gems for beating the final Stage of the Campaign.

- Matching Dice - if you match 5 or more of the same dice type in one move, you'll gain a Gem.
- During Encounters - some choices in the random Encounters result in you finding a Gem.

Campaign Structure

Game Books

You can choose between different Game Books arrayed on your bedroom bookcase, and each one leads to a shelf full of Campaign Books. When you click on a Game Book, it will display the following for that Game Module:

The Gem icon indicates the number of Gems you have stored for that Game Module. Other Game Modules have their own Gem count.

Game Book 1: Adventures Of Celador

Aeons past, Celador's continents fell to cataclysms both natural and man-made. Only one major landmass, containing a

variety of biomes, remained inhabitable, and races and creatures of all types made it their home. A vast melting pot held together by the Celadorean High Council, vulnerable to machinations from beyond.

Game Book 2: Gaea Universe

Before the United Earth Coalition could launch their Gaea-02 mission to a distant planet, an apocalyptic war broke out with the Asian Pacific Alliance. The UEC crew continued to M38, but the APA arrived first, continuing the conflict in another solar system. Humanity was divided even in the reaches of space, yet the galaxy may harbor common enemies unknown...

Campaign Books

Clicking Select Game will move down the bookcase to the Campaign Shelf, which displays all of the Campaign Books available for that Game Module. Clicking on a Campaign Book displays the following:

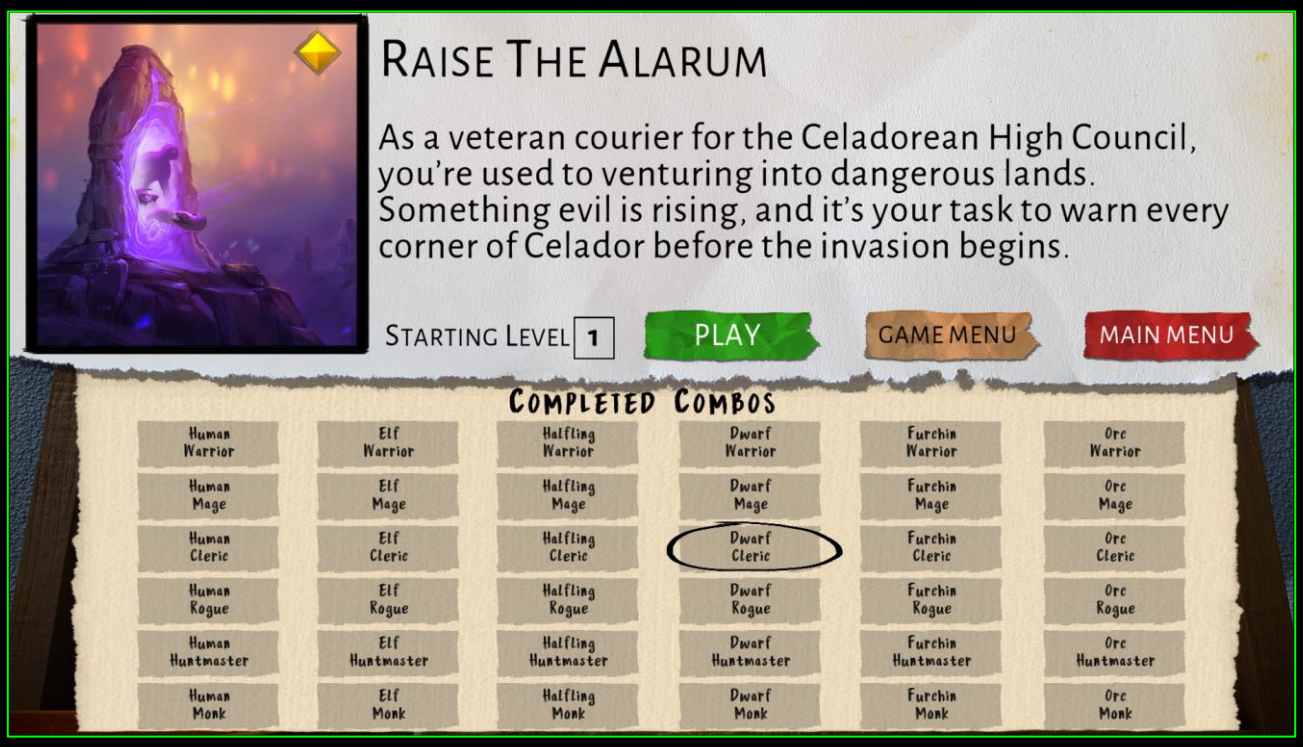
The Campaign Books will appear differently based on your progress:

- **Lock Symbol** - you have not yet reached a high enough level to unlock this Campaign. The text at the bottom of the cover says which level you need to reach (at least once) in order to unlock the book.
- **No Lock, No Diamond** - an available Campaign that you have not yet completed.
- **Diamond Badge & Yellow Shield** - a Campaign that you have completed before, however it is still available to play again.

Your character will begin a Campaign at the Starting Level. This will be the same level that determines when the book is unlocked.

Each Campaign has around six or seven Stages, depending on the Game Module. You may wish to replay Campaigns you have already beaten for a couple of reasons:

1. To gain more Gems.
2. To attempt the Campaign using a different Race/Class combo. These are tracked and displayed when you hover over the information pad (top half of the screen) of a completed Campaign Book that you've opened. All combinations you have used to beat the Campaign are circled, as demonstrated below.



Click Play and you'll be taken to the Character Creator.

[**Anonymous User**: *it might just be in my head, but when I choose Game Books in a different genre, everything looks different to me - my desk, my dice tray, my character sheet. It freaks me out a bit.*]

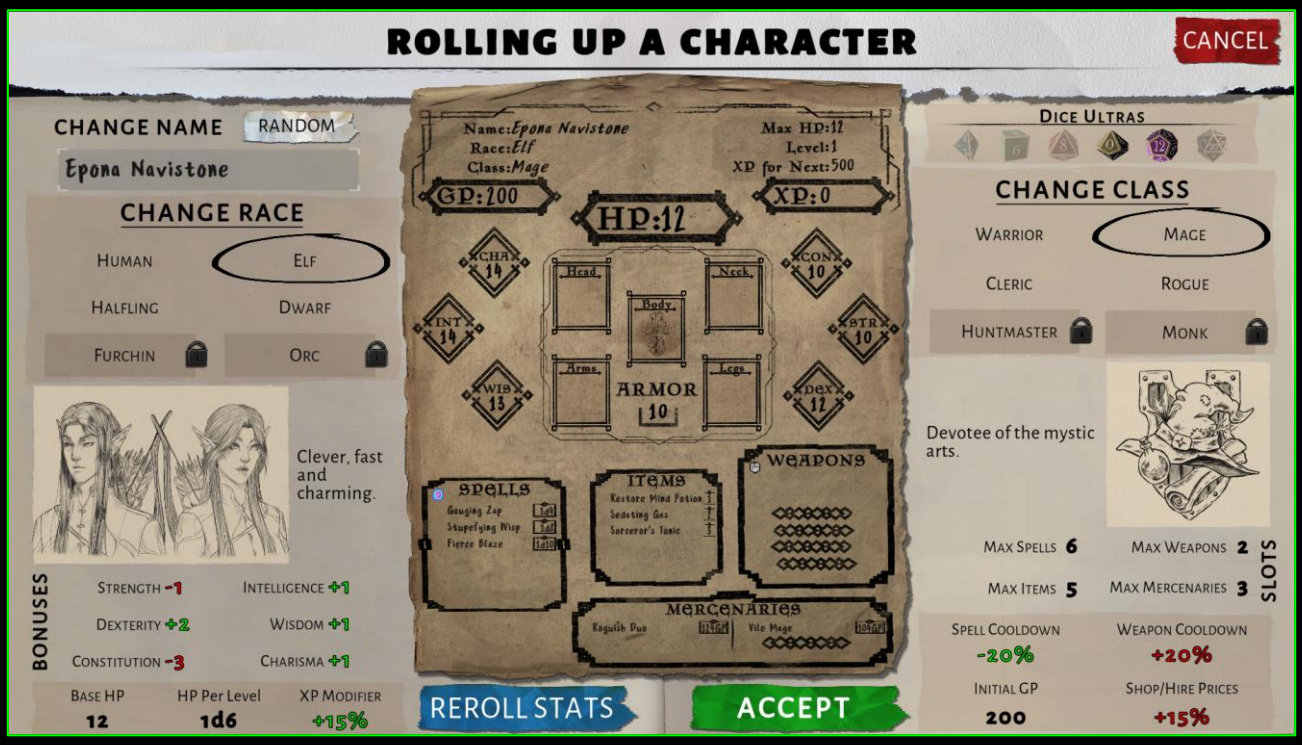
Character Creator

Creating a character is an important part of a Campaign. You'll only have limited chances to drastically alter your character's build during the Campaign - so getting off on the right path is crucial. Character Creation boils down to three choices - your Race, your Class, and whether you're happy with your Stats - but the interplay between those elements is what matters most.

There are a total of 15 different Races and 15 different Classes in each Game Module, however each Campaign only has a selection of 6 of each. These selections vary between Campaigns, including which choices are locked by default.

The order in which you make your Character Creation choices is up to you, and you can change them at any time before Accepting your character. You can roll some Stats first then make Race/Class selections based on your best results, or choose what type of character you want to play and then roll Stats until you get a result that suits it.

[**Anonymous User**: *the Gaea sci-fi Game Module uses Units instead of Races, but the same concept applies.*]



Here are the elements of the Character Creator:

- **Character Sheet** - this will change dynamically depending on your selections. As detailed earlier, hovering over elements will pop up detailed info.
- **Change Name** - click the field to type in a new custom name, or click RANDOM to generate a random name.
- **Change Race** - click a Race to select it, which also updates the following:
  - Bonuses section with Stat adjustments.
  - Base HP, which is your starting HP.
  - HP Per Level, which is the dice used to calculate the HP you gain per level, e.g. 1d10 means you will gain 1 to 10 HP plus/minus any adjustments from your Constitution. The minimum gained is always 1.
  - XP Modifier, which adjusts the amount of XP you gain from killing enemies. Some Races have better advantages in the form of Stat bonuses and HP gains, but it takes longer to gain levels.
- **Change Class** - click a Race to select it, which also updates the following:
  - Slots, which are the maximum number of a given "thing" you can hold on your Character Sheet. Excess slots will be crossed out on the sheet.

    - Spell and Weapon Cooldown, which is a natural bonus to how quickly your attacks cool before using it again. This is in addition to any Stat, Buff or Stage bonuses.
    - Shop/Hire Prices, which increases or decreases the amount you need to pay when hiring a Mercenary or buying something from the Merchant. This is in addition to any Stat or Stage bonuses.
    - Starting GP, which is how much gold you hold when you begin the Campaign.
- **Locked Races/Classes** - these are locked by default, but you can pay 3 Gems to unlock any of them. Once unlocked, they can be selected for any future run of that Campaign (and *only* that Campaign) at no further cost.
- **Dice Ultras** - these also change according to the Race/Class combo you select. Hover over the icons to see what each one will do. Note that a d4 Ultra for one combo may be different to the d4 Ultra for another combo, since both Races *and* Classes have their own series of Ultras (but a Race Ultra will override a Class Ultra in a combo).
- **Reroll Stats** - the best part about rolling up a character is rolling the dice for your stats, and this button simulates that. Three six sided dice are rolled behind the scenes, with your Race adjustments being automatically applied. Reroll as many times as you like to get closest to the character you want. Note that HP is not randomized or altered by starting CON (Constitution).

When you're happy with your character, click ACCEPT to start your quest and you'll be taken to the Map screen.

[**Anonymous User**: *I've noticed there are some special pieces of equipment that can ONLY be found by certain Classes. Likewise, there are Spells and Weapons that some Classes CANNOT find.*]

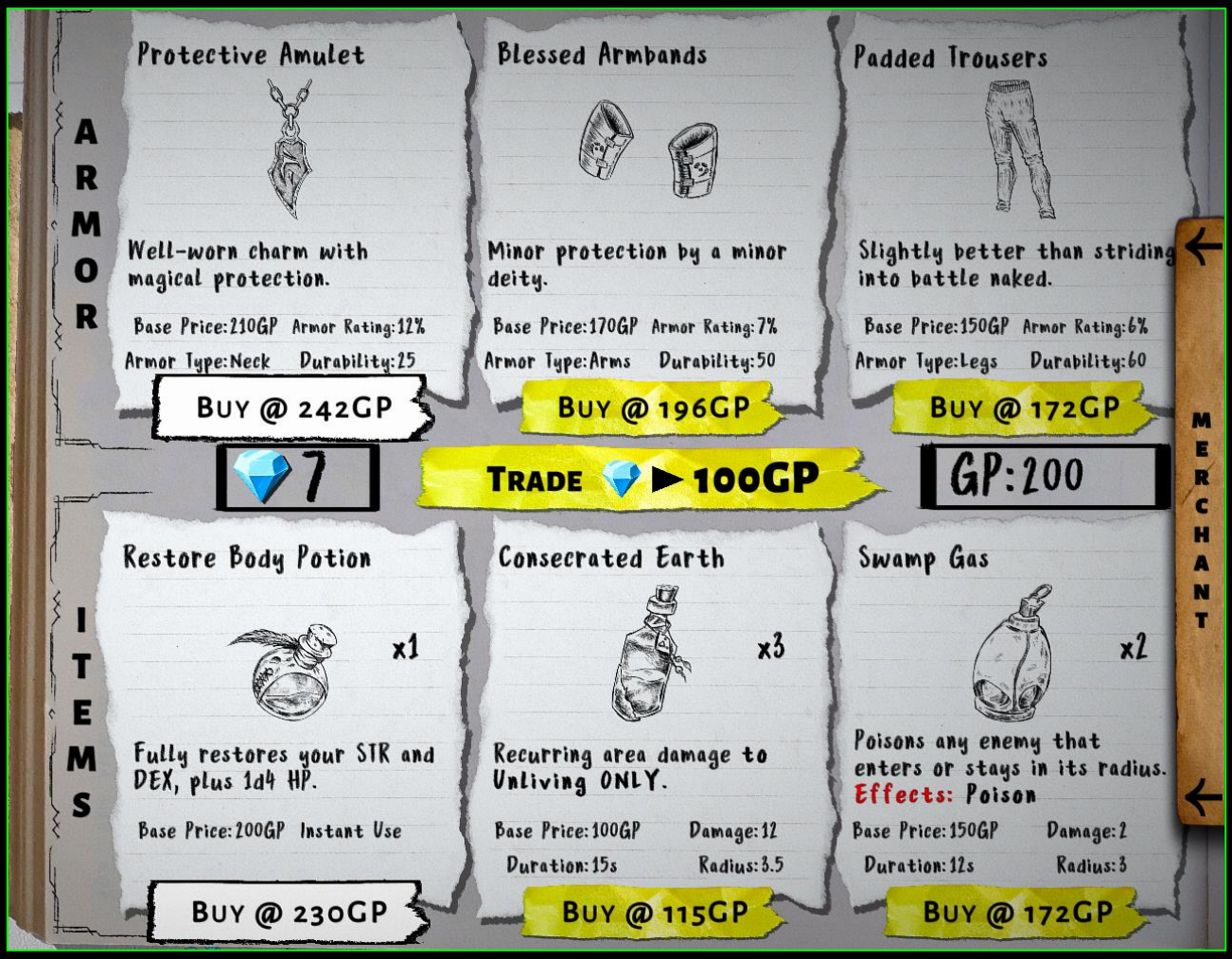
Campaign Map

This is where you prepare for your battle before each Stage. This will display a map of the areas where the current Campaign takes place (this usually changes for each Campaign). As you progress through the Stages the location will update on the map. There is also a brief description and some artwork to "set the stage", so to speak.

From this screen you can:

- **Character** - click this to show your Character Sheet, where you can drag your actions (Spells, Weapons, Items, Mercenaries) to change the order in their lists, which also impacts the displayed Hotkeys. Click the Character button again to retract the sheet.
- **Merchant** - click to open/close the Merchant tab, where you can buy Armor and Items, and trade in Gems for GP. See below for more details.
- **Enemies** - these are the enemies that will appear in this Stage. Hover over each sprite to see a popup of their parameters, etc.
- **Main Menu** - clicking this will exit the Campaign, but will Save your progress to continue later.
- **Fight** - enter the Stage and play the game!

Merchant

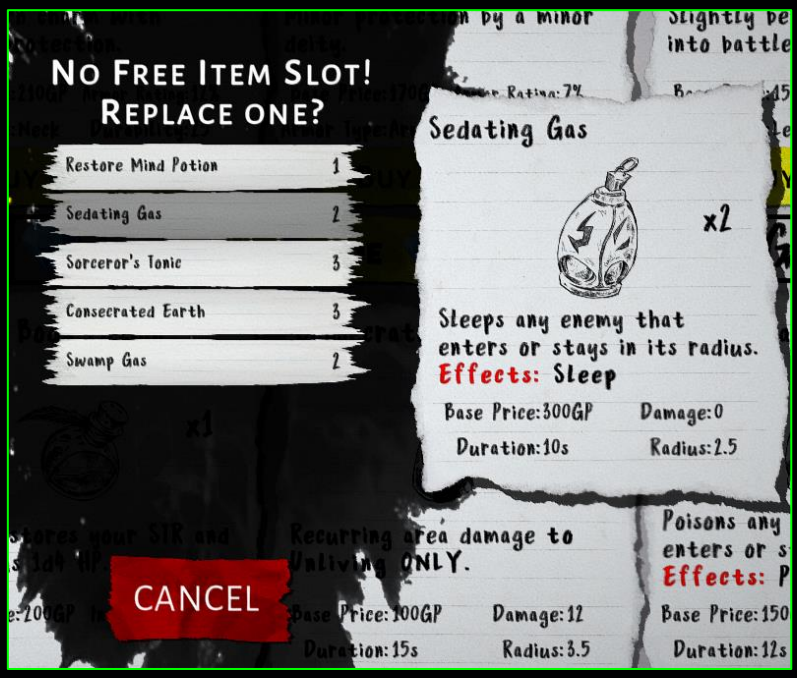


The Merchant presents you with a few random options of Armor and Items to buy. In addition, you can click the TRADE button to swap 1 Gem for 100GP.

You will only be offered goods that you can afford to buy, however that assumes you would trade in a portion of your Gems for extra GP to do so. That means the more gems you have on hand, the more expensive (and presumably better) the Armor and Items it can offer - which of course tempts you to trade in some of those gems. If the Merchant has nothing to offer that you can possibly afford, it will say SOLD OUT.

Note that the Base Prices are modified by your Charisma and Class bonuses. In the example above, this is adding 20% to the "Buy @ xxxGP" final price.

If you click "Buy" on a piece of Armor but already have that type of Armor, you will be prompted to either replace your existing Armor or "Cancel" the purchase. Likewise, if you try to buy an Item but you have already filled all of your Item slots, you will be prompted to either replace an existing Item or "Cancel" the purchase.



Special Rules

When you enter battle, sometimes a Stage will present some Special Rules that only apply during that Stage. These usually impact the combat or other abilities of either your character or your enemies.

Stage Rewards

When you complete a Stage, you are granted a number of rewards:

1. A Gem, or for the final level of a Campaign, 3 Gems.
2. An amount of GP based on how many Dice you have remaining in stock.
3. The choice of one of the following:
    - An *additional* stash of GP.
    - A Mercenary.
    - A Spell.
    - A Weapon.

The rewards offered are randomly selected according to your current Level and your Class (in the sense that some things are restricted from certain Classes, and a rare few are class-specific).

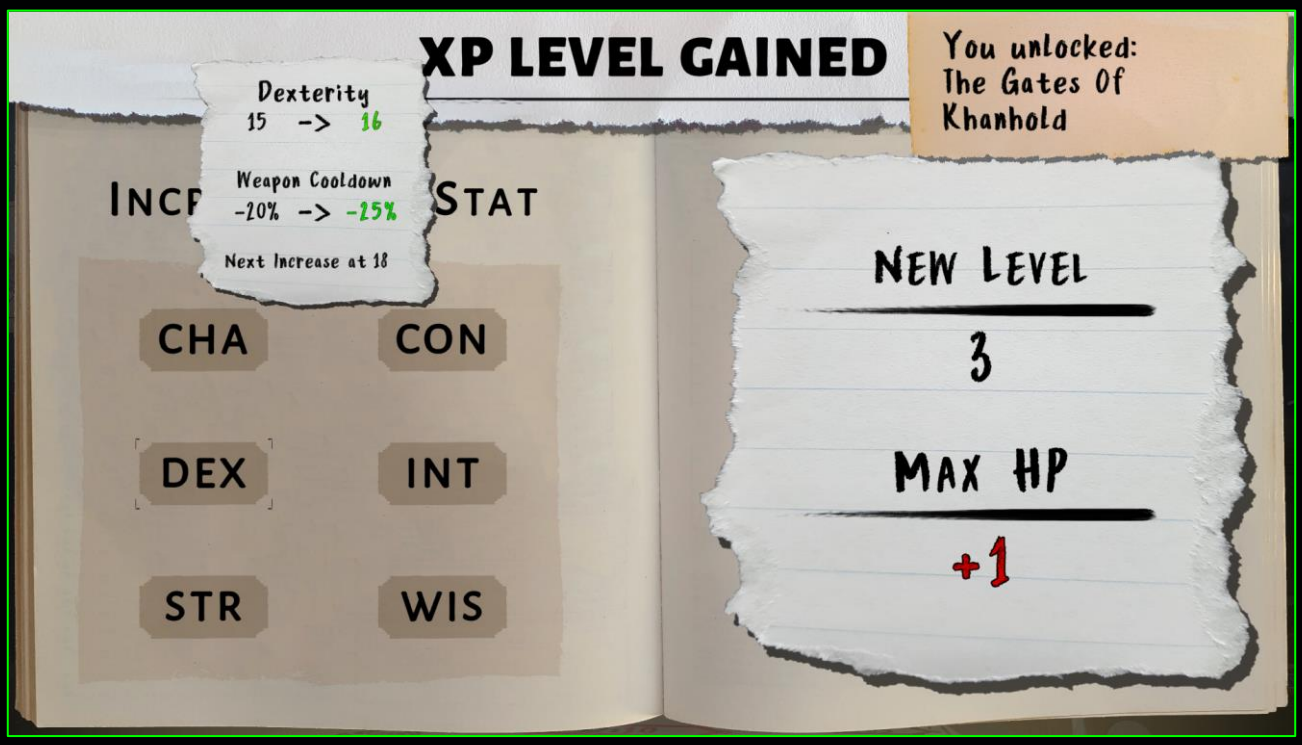
You can expand/retract your Character Sheet by clicking on the left and compare to your current inventory. If you select a Reward but your slots are already full, you will be prompted to either replace an existing slot or accept an amount of GP instead. This amount will be based on the thing you have rejected, so it may be more or less than the Reward GP that was offered - that's the risk you take.

Levelling Up

If you gained enough XP by the end of a Stage to surpass your "XP For Next" threshold, you will gain a Level at the end of the Stage, after you select your Reward (otherwise you continue on to a random Encounter or straight to the Map screen for your next Stage).

Gaining a Level has four advantages:

1. Increased Max HP based on your Race's HP Per Level and Constitution.
2. Your choice of a Stat to increase by 1.
3. Unlocking a new Campaign if you reach the required Starting Level (if this happens, the popup will appear in the top-right of the screen, as below). This will also unlock a clean version of the Campaign's cover artwork in the Gallery.
4. It can increase your chances of finding better equipment, or better goods being offered by the Merchant.



Hovering over the Stats will pop up a sheet showing your current Stat and associated bonuses, and what the new Stat/bonuses will be. It will also show what you will need to increase that Stat to in order to reach the next tier of bonuses (i.e. the next one *after* your selection is applied). You get a new bonus tier for every 2 points of Stat. To save you some trial and error, here is a table of Stat bonuses/debuffs:

Stat	0	2	4	6	8	10	12	14	16	18	20	22	24	26	28
CHA	+35%	+30%	+25%	+20%	+10%	+0%	-10%	-20%	-25%	-30%	-35%	-40%	-45%	-50%	-55%
CON	-5	-4	-3	-2	-1	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
DEX	+35%	+30%	+25%	+20%	+10%	+0%	-10%	-20%	-25%	-30%	-35%	-40%	-45%	-50%	-55%
INT	-5	-4	-3	-2	-1	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
STR	-5	-4	-3	-2	-1	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
WIS	+35%	+30%	+25%	+20%	+10%	+0%	-10%	-20%	-25%	-30%	-35%	-40%	-45%	-50%	-55%

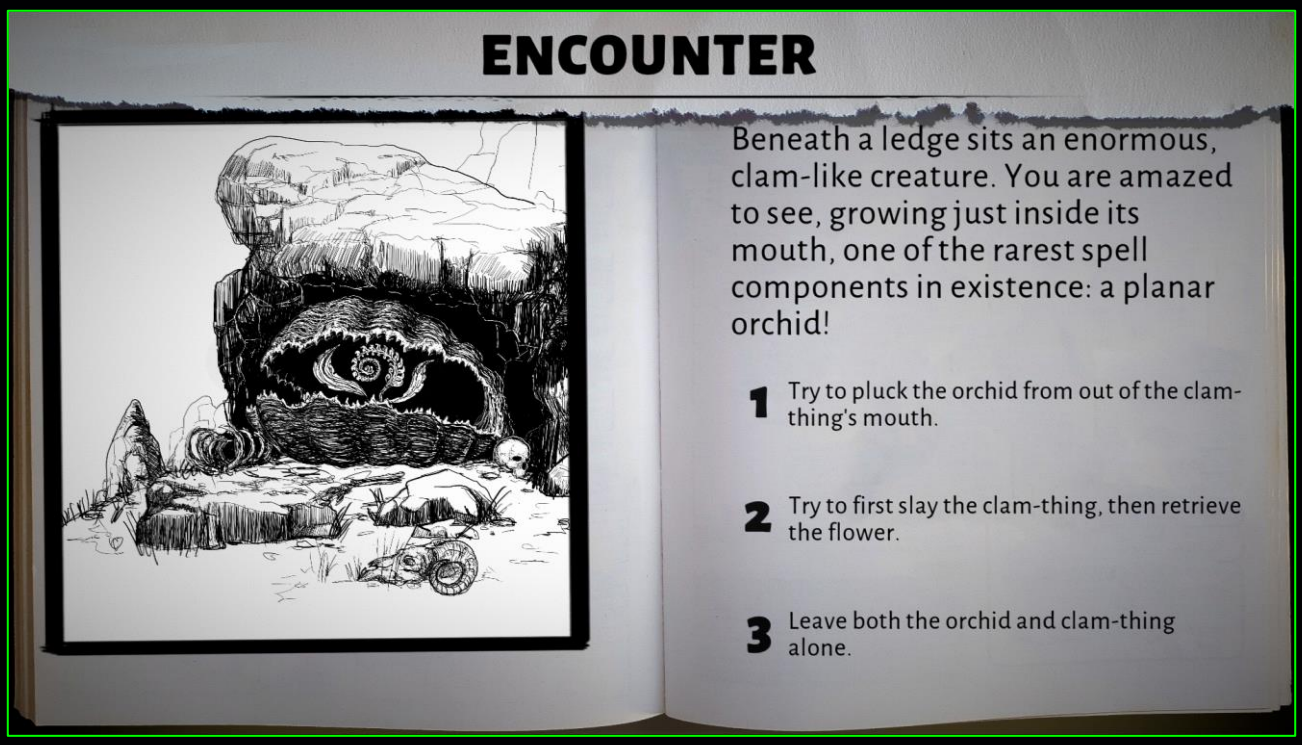
[**Anonymous User**: *the bonuses keep accumulating if you get more than 28 in a Stat, but you get the idea. They drop down to a bonus every 3rd stat increase beyond that.*]

After you select your Stat, you'll either have a random Encounter or move straight to the Map screen for your next Stage.

Encounters

Between Stages, there is a chance that you may stumble into a random Encounter. The probability is different during each Campaign, and the potential Encounters can vary according to Campaign and your character's Level.

Encounters are like an old adventure book, with multiple options for how your character would respond to a given situation. Each option results in a different outcome, which can have multiple impacts to your Character, either good or bad.



Potential impacts include gaining new, unique Spells, Weapons, Mercenaries or Armor, extra Items, and gaining or losing XP, GP or Stats. You can also find Gems.

If you find something that you have no empty slots for, you'll be asked to either replace an existing slot or accept an amount of GP instead.

Encounters can be great opportunities to enhance your character, but they can also hinder it so choose carefully. In the end, you do need to click on one of the options though. Once

you've dealt with the outcome, you'll be taken to the Map screen for the next Stage.

Winning

If you complete the final Stage of a Campaign, you won't go back to the Map screen, you'll go straight to the Win screen. This will show you a nice piece of artwork that is also unlocked in the Gallery.

Your winning Race/Class combo will be recorded for the next time you attempt that Campaign.

If you complete all the Campaigns in each Game Book, congratulations! Your books and characters are safe from the pixel monsters (although you can replay them at any time). But wait, there's a lot more to CrossOver that you can play...

Endless Mode

In terms of gameplay, Endless Mode plays identically to a normal game of CrossOver, except that the enemy waves never end (obviously). There are, however, several other important differences.

Endless Menu

To start an Endless Game, you can just click the button from the Main Menu and you will instantly start playing. By clicking the blue dropdown list on the left of the button, you can change which Game Book you'll play within - each Game Module has an Endless Mode.

To the right of the Endless button, your current Rank Progress shows how close you are to reaching the next rank, and the red banner displays your current rank. If you hover your mouse over the banner, it will display your current rank bonuses. If you want to reset your rank back to the starting point (perhaps if you want to choose different Stat bonuses when gaining ranks), click Reset.

Endless Ranks

When you conclude an Endless Game (by dying), you are awarded a number of rank progress points based on the wave you reached and the XP you earned. If your rank progress is high enough, you'll reach the next rank and be presented with a choice of a Stat to upgrade, click one to choose.

Each rank gives you the following bonuses:

1. Additional *permanent* Armor Points, which cannot be diminished by enemies.
2. Additional Starting GP that gets added to what you would otherwise start with.
3. Additional bonuses to Stats, according to your choices per rank. Note that Constitution is not an option for this bonus, since it is of little value in Endless.

You're limited to 20 ranks and won't gain any further progress beyond that. Note that each Game Module has its own individual rank; these are not shared.

Endless Gameplay

The main differences in Endless Mode compared to a normal game are:

- You are assigned a random character instead of creating your own. This includes a random choice of Class and Race out of all Classes/Races in that Game Module, potentially different loadouts to the normal game, and freshly rolled Stats.
- After a certain number of enemy waves (determined by your Race's XP Modifier), you will be **awarded a random Spell, Weapon, Item or a new Mercenary**. This interval repeats infinitely. If you've already filled all of your equipment and Mercenary slots, instead you will gain a random Stat.
- **You can't earn any Gems.**
- Your standard Dice Blasts become more important since the longer duration means you build up enough dice to use them more often. Sometimes you may hit your maximum of 99 dice of one type in stock, so it's a good idea to use some for a blast instead of matching additional ones that would go to waste.

[**Anonymous User**: *Your tactics need to change a bit in Endless Mode, such as how you use Mercenaries and Items, but you'll learn that over repeated runs...*]

Endless Death

Death is inevitable in Endless Mode. The only question is how long it takes you to die.

The Endless death screen will present you with various pieces of information, including which enemy killed you, the wave you reached and with what race/class combo, and how much you've added to your Rank Progress.

Most importantly, you're presented with a global online leaderboard of all CrossOver players in that Game Module (the sci-fi module has its own leaderboard). You can click the tabs at the top of the leaderboard to change the presentation of this leaderboard:

- **You** - displays your position on the leaderboard and the few players around you.
- **Top 10** - displays the best 10 players in the world.
- **Friends** - displays the best 10 players among your Friends on Steam.

Dice Defense

Dice Defense is a very different game to the other CrossOver modes. In Dice Defense, endless waves of enemies are attacked automatically while you focus primarily on matching dice. It's for people who just want to play some real-time match-3, though it does have some "optional" strategic elements as well if you want to challenge the high score leaderboards.

Defense Menu

To start a game of Dice Defense, click the button from the Main Menu and you will be presented with a helpful screen of its rules - then just click GOT IT to start playing. By clicking the blue dropdown list on the left of the Dice Defense button, you can change which Game Book you'll play within - each Game Module has its own Dice Defense game.

Just like Endless Mode, to the right of the Dice Defense button, your current Rank Progress shows how close you are to reaching the next rank, and the red banner displays your current rank. If you hover your mouse over the banner, it will display your current Defense rank bonuses. If you want to reset your rank back to the starting point, click Reset.

Defense Ranks

When you die in Dice Defense (which, like with Endless Mode, is inevitable), you are awarded a number of rank progress points based on the wave you reached and the XP you earned. If your rank progress is high enough, you'll reach the next rank and be presented with a choice of a dice to upgrade. Click one to choose; for example, clicking d8 means your d8 dice tower does one additional point of damage on every attack (*in addition* to any damage upgrades you buy during the game).

Each rank gives you the following bonuses:

1. A number of dice you start the game with. For every bonus point, you get one of *each* dice type.
2. Additional permanent Armor Points, which cannot be diminished by enemies. Since you can't wear armor in Dice Defense, this is the only way to get some AP.
3. Additional Starting GP to use on upgrading your dice towers.
4. Additional bonuses to dice tower damage.

You're limited to 20 ranks and won't gain any further progress beyond that. Note that each Game Module has its own individual rank; these are not shared.

Dice Defense Gameplay

In Dice Defense, you have six "dice towers" on your character sheet, each one representing a different dice type. Each tower will use their dice type to launch attacks automatically on enemies until they run out of dice. So, for example, if you have 3 x 6-sided dice in stock, your d6 dice tower (the green one) can attack 3 times until it goes dormant again.

When a dice tower has stock available, its attack radius will light up and spin around. Any enemies that venture inside this radius will be attacked. When it runs out of dice, the radius goes dull again and stops spinning. You will also be notified of this by a power-down sound, so pay attention to which dice you may need to refill.

Each dice tower will deal a random amount of damage based on its dice type, plus any bonus damage from your Rank bonuses or purchased upgrades. For example, your d8 tower will deal 1 to 8 points of damage, while your d20 tower will deal 1 to 20 points (plus bonuses). To balance this, each type of tower also has a different radius of attack, with your weaker towers having the widest radius.

You can, if you wish, play Dice Defense by only matching dice. Your dice towers will attack enemies automatically and you'll just zone out. Easy. But if you wish to take a more active role in your defense, there are a few additional actions you can take to give yourself an extra edge:

- **Move Towers** - you can drag any of your towers to another tower position to swap their positions. This is important when considering your range of attack and relative damage or Status Effects. You can swap positions either during play or while time is halted.
- **Switch Damage Type** - the icons beneath each dice tower indicate if it's attacking with Spell (the blue/purple diamond) or Weapon (the grey fist) damage. You can click on the opposite symbol to switch the type of damage that tower deals. This can be done either during play or while time is halted.
- **Upgrade Towers** - at any time, you can pause the game and upgrade your towers with additional abilities at the cost of GP. See the "Defense Upgrades" section below for full details.
- **Use Dice Ultras** - these work the same as in the normal game, but you hit the activation point much more often in Dice Defense, so they can be a more integral part of your strategy.

You can hover over the damage type icons to see the total damage dealt by a dice tower, including both your rank bonuses and any upgrades purchased. Spell and Weapon damage is always an identical amount, but remember to pay attention to your enemy resistances.

The other differences in Dice Defense Mode compared to the standard game are:

- **Power Drain is present** - at regular intervals, the stock of dice you hold the most of (as long as it is above 10 dice of that type) will be drained by 30%.
- Your character's Stats don't have any impact in the game.
- The only elements of your Character Sheet that enemies attack are your HP and GP.
- You can't earn any Gems.
- You have **6 x** different Dice Ultras available at the start of the game. After you use any of these, you can still use the standard Dice Blast as in the normal game.
- While time is halted, you cannot see your dice tray. Since the main thrust of the game is matching dice, it would be too easy to hunt for matches in this way.

When you die, you will be presented with a death screen that operates exactly like the one in Endless Mode, including a

leaderboard just for Dice Defense, so please see the Endless Death section for those details.

[**Anonymous User**: *Remember to use your Dice Ultras and Dice Blasts at optimal times! Hit your Dice Bloom and Loose Change as early as possible.]*

Defense Upgrades

During a Dice Defense game, halting time (by pressing TAB) will present you with various Upgrade options for each of your towers. While on this screen you can also drag your towers to swap their positions, or click the Spell/Weapon damage type buttons, the same as when unpaused.

When you can afford an Upgrade, the cost box will turn green. Click on this to apply that upgrade to that specific dice tower . Damage and Speed can be updated multiple times, while the Status Effects only need to be purchased once. The upgrades available are:

- **Damage** - adds 1 point of damage to every attack by that dice tower.
- **Speed** - increases the rate of fire for that dice tower.

- **Poison** - adds the Poison Status Effect to each shot from that dice tower.
- **Weak** - adds the Weak Status Effect to each shot from that dice tower.
- **Vulnerable** - adds the Vulnerable Status Effect to each shot from that dice tower.
- **Slow** - adds the Slow Status Effect to each shot from that dice tower.

While paused, if you want to view the playing field below the upgrade panels, click the "Toggle Upgrade Panels" button to hide them. Click it again to bring them back.

[**Anonymous User**: *It's a good strategy to increase damage or add Status Effects to your weaker towers, and upgrade speed on your stronger ones.*]

Co-op Scenarios

Each Game Module has 7 Co-op Scenarios to play online with a friend (or a stranger!). There is also a Co-op Endless Mode for each game, with its own leaderboard.

Co-op Gameplay

Playing co-operatively splits the game's roles among two players - one player controls the Character Sheet, including its weapons, spells, items and mercenaries; the other player controls the dice, including making matches and using Dice Ultras. This allows each player to focus on their preferred play style and not worry about the rest.

You need to cooperate closely to succeed in co-op scenarios - communication can be key. Examples of where both players need to coordinate are:

- The sheet player requesting which dice they need for the actions they want to use.
- The dice player collaborating to determine the best timing for Dice Ultras and blast matches.
- The dice player using downtime to examine enemy resistances and weapon parameters to suggest which actions to take.
- The dice player keeping an eye out for enemies to help guide the sheet player on attack priorities.

[**Anonymous User**: *It's great to have a friend to help me bash these damn pixel monsters!*]

Co-op Lobby - Host

If you want to control the character sheet, you need to Host the game. The player who joins your game will control the dice. First click the Host Game button at the top of the Co-op Mode screen.

You can choose either Game Module and then choose the Co-op Scenario you wish to play. Endless Mode is the default selection.

You can click the blue buttons to change your game lobby to be either:

- Public - so that anyone can join your game.
- Private - so that only people on your Steam Friends List can see your lobby.

Note that you can switch Scenarios or change the lobby type (Public/Private) without closing the lobby, even after players have joined.

Click "Open Lobby" and your game will be available for players to join.

A list of your Steam Friends will also appear - click one to send them a message via Steam informing them that you have a game waiting to play.

When a player joins your lobby, it will list that player's name and allow you to either start playing or to close the lobby.

You can also enable or disable Voice Chat by clicking on the button top-right. When enabled the speaker icon will turn green (it is disabled by default). Use the sliders to adjust the voice and music volumes.

There is a text chat field in the top-right - click the field, type your message and hit enter to send it to the other player. Their messages will also appear here. The text chat remains when entering the game, and can be used to communicate while playing if you don't have a microphone for voice chat.

If you have previously completed a Scenario, a gold diamond badge will appear on the Scenario's button and on the cover image.

Co-op Lobby - Client

If you want to control the dice, you need to Join a game that another player is hosting. Click the Join Game button at the top of the screen.

On the left, you will see a list of lobbies available to you. You can filter this list to only show lobbies playing the Game Module you want, or view them all - the thumbnail to the left of the lobby owner's name will show what game they have selected.

Click Public or Private to change whether you see lobbies that are set to be visible by any player, or to see lobbies that are set for friends-only visibility by your Steam friends. Arranging a Private game makes it easier to find the lobby.

Clicking the lobby name will show you which Scenario the host has currently selected and display a Join Lobby button. Click this button to enter the lobby.

As when hosting, you will have the option to toggle Voice Chat on, change volumes and use the text chat box (which remains active during gameplay). You can also leave the lobby if you choose or, if another open lobby is in the list on the left, switch to a different lobby.

When the host decides to start the game, you will be pushed into play mode.

While in play mode, as a client there are a few differences aside from the general co-op gameplay discussed above:

1. There is a Drain Power mechanic active, similar to the Dice Defense mode - at regular intervals a portion of your highest stock of dice will drain away. Hover over the Drain Power tooltip to see the details.
2. You cannot Halt Time as a client. If you press TAB, however, you can still access the pause menu functions, i.e. changing your settings or quitting the game (which forces the host to also quit).
3. If the host Halts Time, your gameplay will also freeze.
4. If the host quits the game, it will force you to also leave. You will both return to the lobby.

Afterword

A massive thank you to all the people who helped bring CrossOver: Roll For Initiative to life (check the credits page in-game on the Info menu for those awesome folk!) and to all the players who gave feedback along the way. Enjoy playing!