

Playing Wirewalker

In Wirewalker your main objective is to escape the maps by any means necessary. Sometimes it is about collecting all the fragments in the map, some other is about winning challenges or solving puzzles. Whenever you explore a map pay attention to the surrounding elements, the resources you can collect, the areas you can access and the ones out of reach. Each map has some intrinsic features:

Wired terrains	They define the area where the Wirewalker can move. Falling from them will trigger a respawn which will cost vitality points
Respawn gates	These gates are vortices in the sky that will respawn the Wirewalker when something bad happens
Fragments	These are glittering gems of energy that give the Wirewalker the ability to throw fragment bolts, open doors or exploit other resources
Exit Gate	When certain conditions are met these gates open and transfer the Wirewalker to some other place

Other elements in the map (e.g.: springs, tunnels) can be used to reach new areas or hinder the player from accessing others (e.g.: doors, gravity spheres). Tutorial messages during the game will help the player interact with these elements.

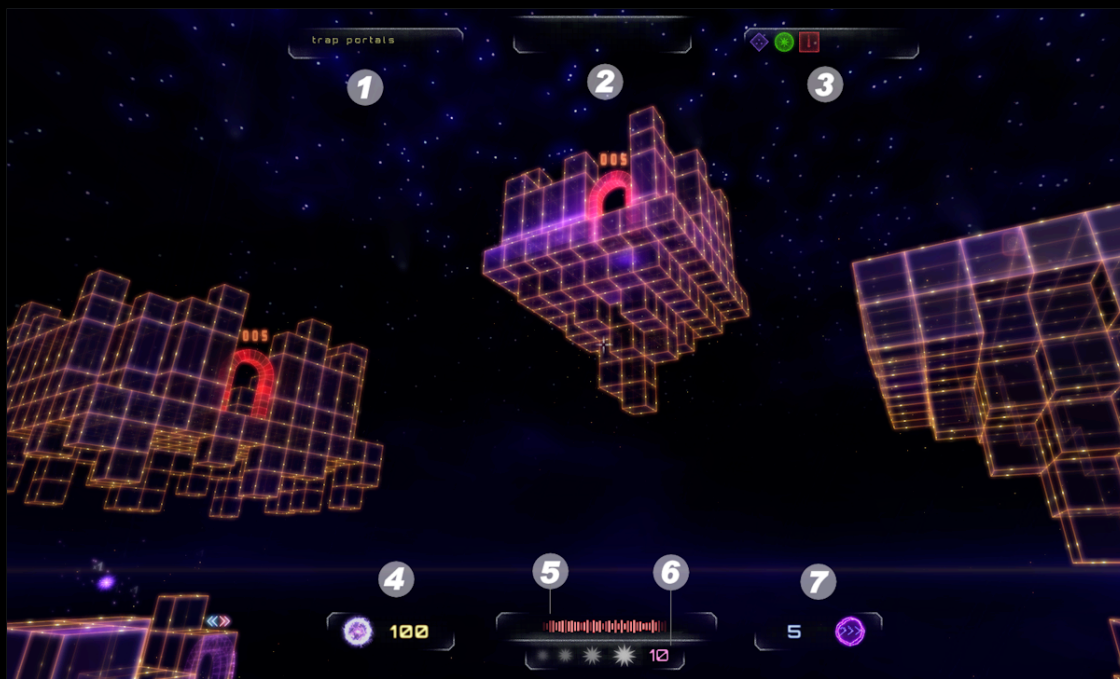
The game is in first person and plays like any FPS game with mouse/keyboard and gamepad controller support.

During the game you can switch on the tutorial messages from the options and they will show up while playing the maps in places marked by this icon 

The game is optimized for Full HD resolutions but resolutions up to 4K are supported

Game HUD

The HUD has a top and a bottom layer. The top layer shows map related information. The bottom layer shows information related to the player



- 1. Map name**
- 2. Hostile entities count**
- 3. Map badges** These badges show the properties of the map. Learn their meaning in the dedicated paragraph
- 4. Fragment bolts count** Whenever fragments are collected the number of available bolts increases
- 5. Vitality bar** Vitality can be lost when respawning or clashing against hostile entities or traps
- 6. Acquired fragment points number** Each collected fragment will give some points ranging from 1 to 3. The bigger the fragment the more the points
- 7. Current power and number of uses left** Each power has a limited number of uses. Uses increase each time a power source is conquered

Additionally an **info panel** can be accessed to see information related to the current map events



1. Map objectives status

2. Last dialogue lines Here you can browse all the lines that popped up in the top right corner during the play

3. Map events Here you can browse the event log for the map

4. Tutorials Here you can access again the tutorials featured in the map

Map badges

The map badges have different categories and each category focus on a particular behaviour of the map.

Respawn policy category

These badges indicate the map policy used to determine where the Wirewalker will respawn

Policy name	Icon	Description
Nearest		The player will respawn from the nearest available respawn gate
Random		The player will respawn from a random respawn gate among the available ones
Last activated		The player will respawn from the respawn gate that has been activated most recently
Round robin		The player will respawn from the respawn gates available in circular order. Every new respawn advances to the next gate and eventually restarts from the first one

Map target category

These badges indicate the target to be pursued to exit the map

Target name	Icon	Description
Fragments		The player needs to collect all the fragments in the map
Bonus map		In a bonus map there is not anything special to do but collect as many rewards as possible. The map cannot be failed
Milestone		A specific milestone must be met to pass the map. The milestone will be added to the map objectives when the moment comes
Event		The map will be ended by some unknown event

Exit gate policy category

These badges indicate what happens if the exit gate times out

Policy name	Icon	Description
Sudden death		As soon as the gate count ends the map is failed
Regeneration		The gate closes and the map regenerates fragments and restores doors and other state

Map challenges category

These badges indicate the presence of some features that are going to challenge the player

Challenge name	Icon	Description
Time limit		The map must be concluded inside a certain time limit
Defense		The map has portals that will bring hostile entities to defend the place form the Wirewalker
Burning respawn		When the Wirewalker respawns will also lose a random number of fragment points

Campaign

The campaign screen allows the player to select the map to play, unlock upgrades and read tutorials and game lore. The user can browse the galaxies on the screen and click a star to select a map. The star will be zoomed and a map summary will show up



In the above screenshot three main areas can be seen:

1. **Map summary.** This displays map information like completion time and achieved fragments (blue button shows badges and available fragments). On the bottom left a map difficulty rating is shown (on a scale of 5). On the bottom right the status is shown. A **crown** on the top right means that it is a main quest map.

2. **Menu bar.** From this bar the below places are accessible:

Icon	Description
	Opens the screen to power up the player with the fragment points collected
	Opens the screen to read the game statistics and campaign story acts that have been unlocked
	Opens the screen to consult a small encyclopedia about the Wirewalker lore. It is organized in topics that get unlocked as the campaign progresses
	Opens the screen to consult the available tutorials

Icon	Description
	Opens the options panel
	Back to main menu
	Quit to desktop

3. **Top bar.** Available fragment points and runes can be found [here](#)

Game advice

When playing a map, bear in mind that:

1. Your resources are limited. Use ammos, powers and fragment points wisely
2. Portals can be one way only. Watch out the sign above and think twice before jumping in
3. When jumping or falling you can control where you are moving while in air
4. The respawn policy can have important implications on how the map progression unfolds

Best practices:

1. When you are stuck look carefully for buttons, portals or moving platforms
2. Gravity spheres will deviate and swallow your fragment bolts. Do not mess too much with them.
3. You can help yourself with the camera zoom to better inspect an area and make sure you haven't left anything behind
4. To better aim distant objects use the precise aim control