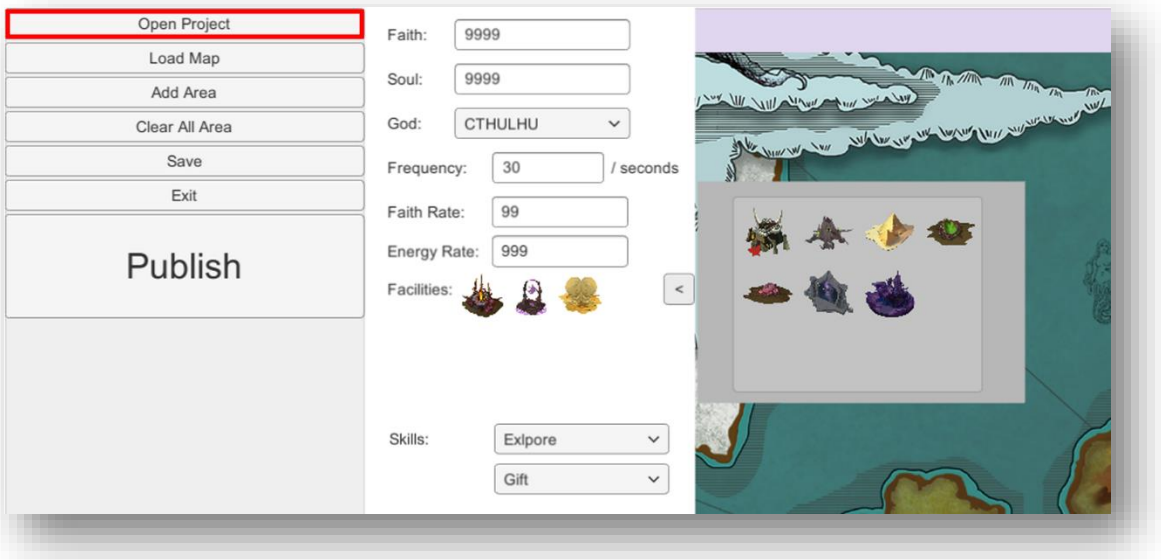
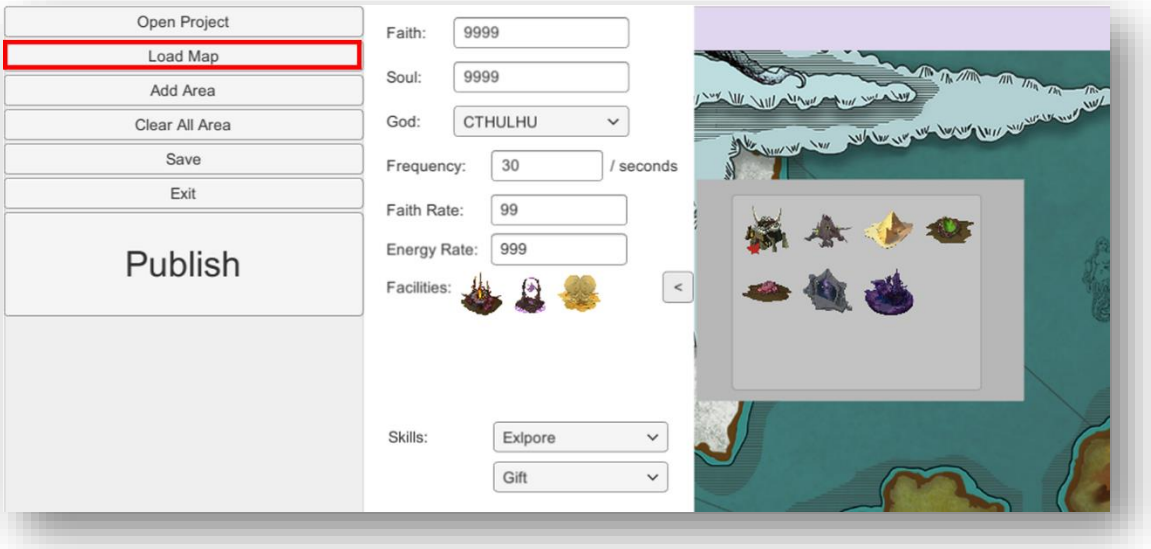
Map Editor Instruction

Open Project



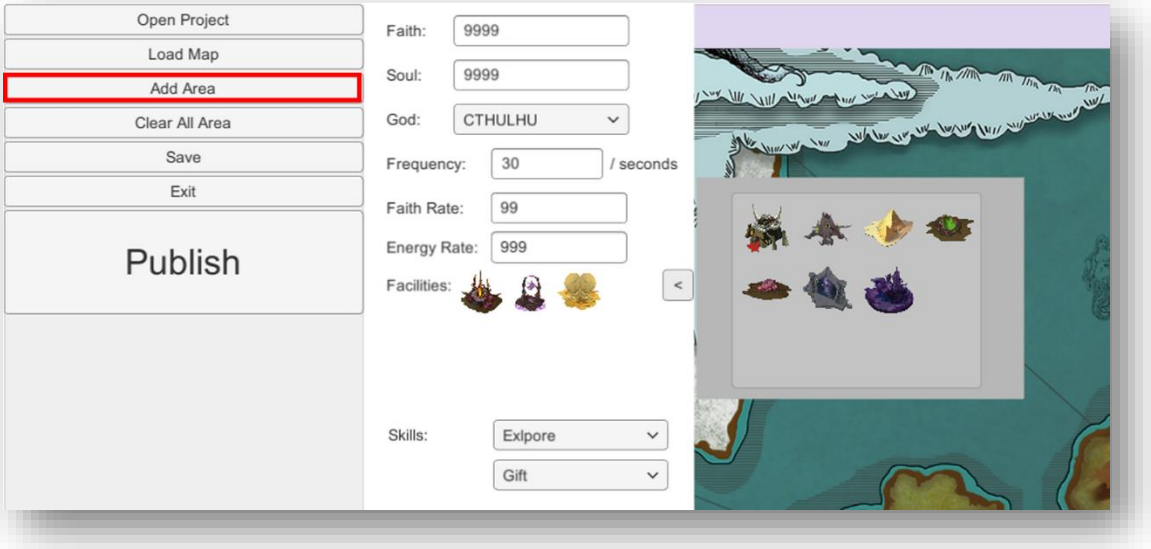
By using this function, you can open an .ELD file. This file can be a map that you are working on, or a map that you download from the workshop. You can edit the map after loading it with Open Project.

Create Scene



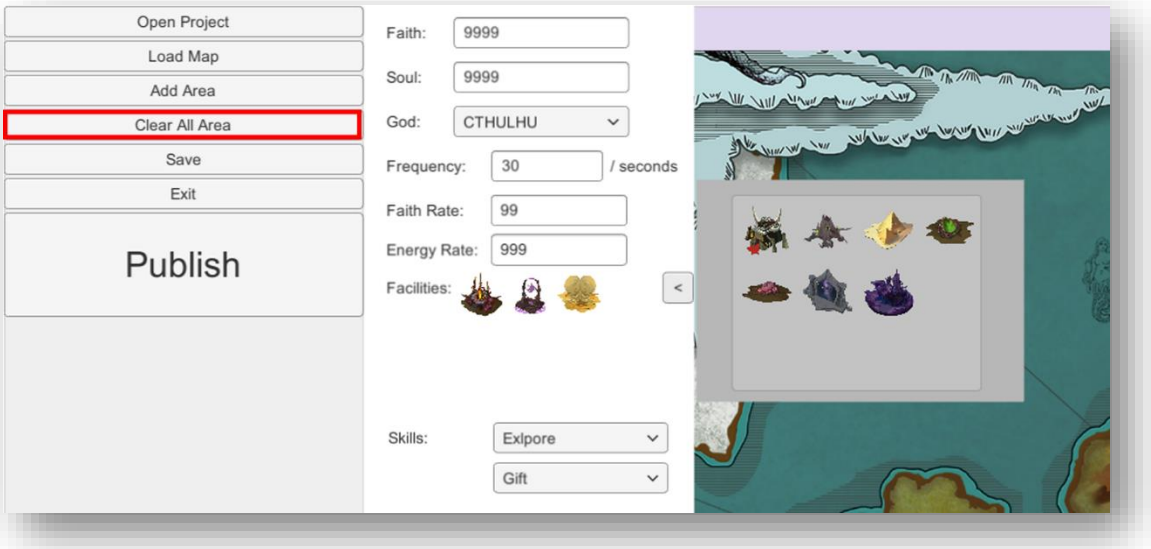
You can import any picture with PNG,JPG,JPEG format as the game theme. For example, you can import a map of your hometown, making it as one of the game themes.

Add Area



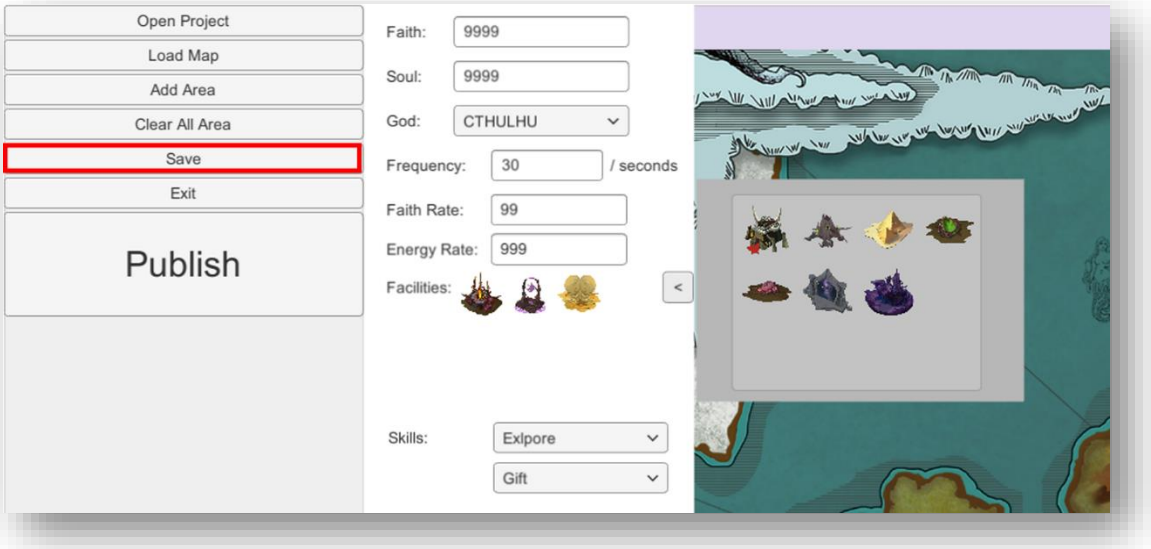
By using this function, you'll be able to add a new Area to the game scene. All areas can be moved by holding left mouse and dragging.

Clear All Area



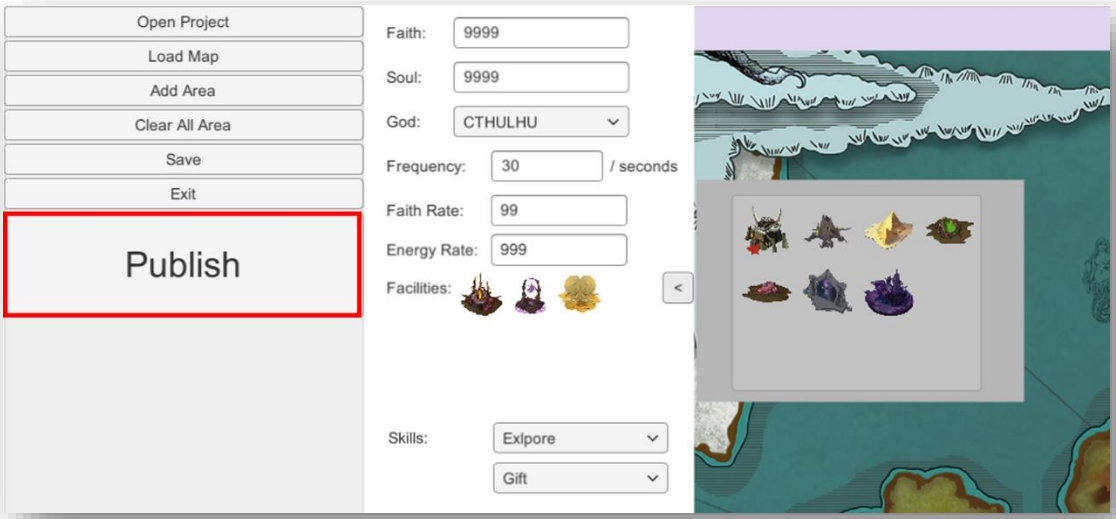
This function will erase all areas that you have edited. So please be careful to ensure your customized contents are not lost.

Save



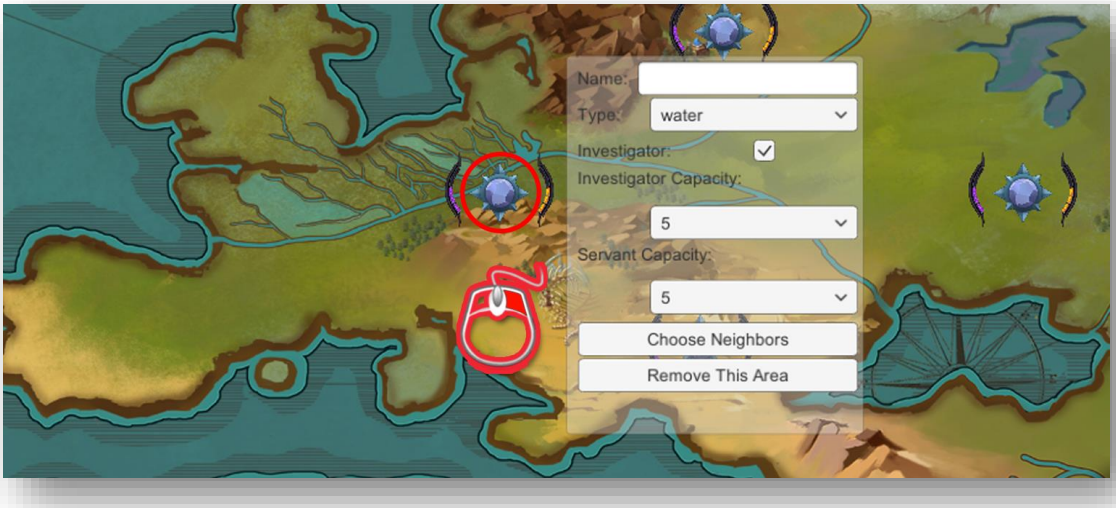
Save your progress. This function will create a .ELD file in a targeted folder. You can open your project any time by using Open Project.

Publish



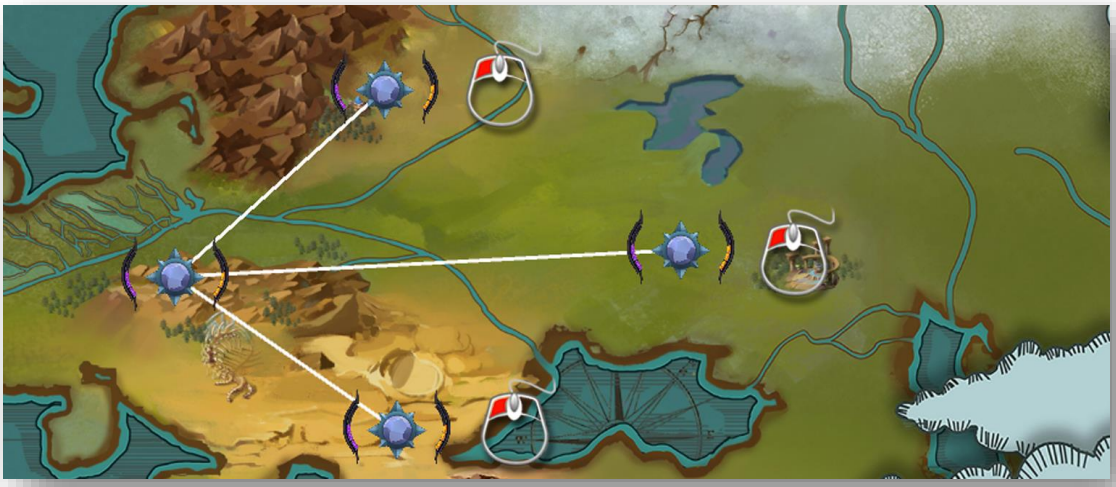
Publish your masterpiece on Steam Workshop. You may need to fill some details about your project before submitting the file.

Areas and Neighbors



Right click an area to open its area edit panel.



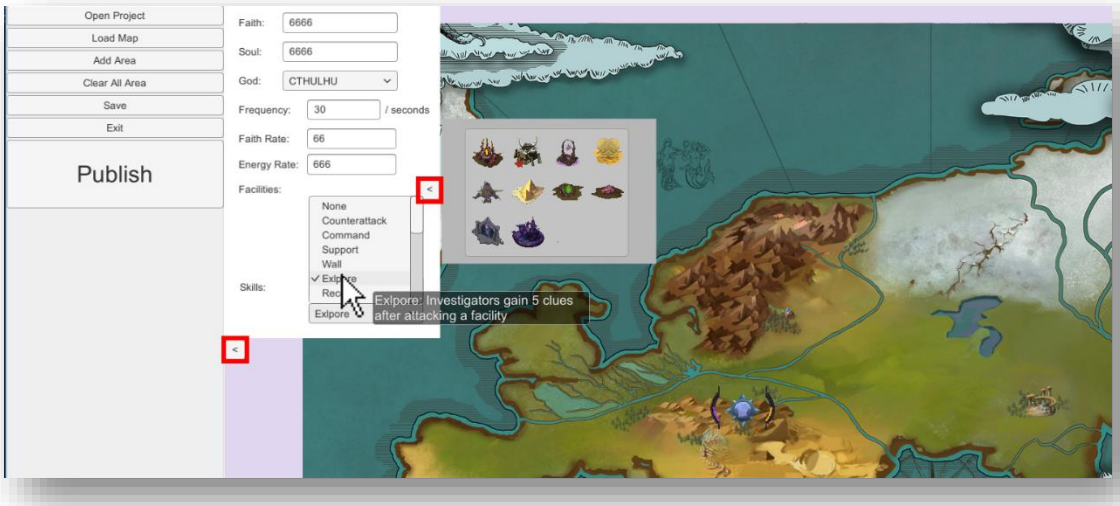


After setting the location for all areas, we recommend you edit attributes of areas.

Neighbors are adjacent areas that servants and investigators can move from one to another.

By choosing Neighbors Edit, you can get access to Neighbor Editing Mode. The area you are operating will be a start point, which can be connected to targeted areas by Left Click on other areas. If you want to quit Neighbor Editing Mode, please Right Click on any area.

Parameter



Parameter Window is next to the Main Menu of Map Editor. You can hide or show this window by checking the small icon at the bottom of Parameter Window. Here you can set parameters of the map.

Faith and Soul are resources you use to build facilities or summon servants. The number of these resources ranges from 0 to 9999. Normally, you will have an easy early game if you have abundant Resources.

God represents the Old Ones you'll use in your custom map. You can change Gods by choosing a different one in this menu.

Frequency represents cooldown time of generating investigators. In general, the game will be difficult if the system generates investigators in a fast speed.

Faith Rate and Energy Rate means the amount of Faith and Energy you can collect every 5 seconds. With a high Energy Rate, you may win the game really quickly.

Facilities represents the facilities you can use in this map. All facilities are presented as pictures. You can check further information by hovering your mouse on the icons.

Investors' Skills are special abilities that investigators have in this map. The amount of Investigators' Skills ranges from 0 to 2. By hovering your mouse on Skill Name, you can have view further information about the skill.