



KLÖGE WERKS

THE DIGITAL GAMING TABLE



USERS MANUAL

klöge.inc.

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WELCOME

The intention of this user manual is to get you up and running with **kLoOge.Werks** as quickly as possible.

This manual contains information about basic functions and tasks that you will likely encounter when using the program. It does not attempt to be completely comprehensive, since that would be an exercise in futility. After reading this, however, you should have a firm grasp of how to use **kLoOge.Werks** effectively in your gaming sessions. Advanced concepts and techniques are better handled in an interactive setting, like on our web forum (the address for which is located on the inside first page of this manual).

So, with this in mind, let's get you started with **kLoOge.Werks**!

INSTALLING

BEFORE YOU INSTALL

Before you can install the program, you must have Java 1.4.2 or later installed on your computer.

kLoOge.Werks is written in Java, a cross-platform and modern programming language that is available for most hardware and operating system platforms. You can check to see if you have a compatible version of Java on your machine simply by double-clicking on the “kLoOge.Werks Installer.jar” file.

If the installer launches, then you have a compatible version of Java. If, however, the installer does not launch, or it complains that you don't have the right version of Java, then you will need to download and install Java before you can install **kLoOge.Werks**.

For Windows and Linux platforms, you can get Java directly from Sun Microsystems (the creators of the Java language). The web address for Java is: <http://java.sun.com/j2se/index.jsp>. At the time of this writing, we recommend downloading the current release of Java 1.4.2 instead of Java 5.0.

For Mac users, Apple provides its own implementation of Java, which it distributes through its own channels. If you have the latest version of Mac OS X, then you probably already have a compatible version of Java. If your OS X version isn't current, or you're still using OS 9 then, unfortunately, your only recourse is to upgrade to a more current version of OS X.

INSTALL

To install **kLoOge.Werks**, simply double-click on its installer icon. The name of the icon will contain "kLoOge.Werks," the program's current version and "Installer.jar." This will launch the installer, which guides you through the installation process.



kLoOge.Werks installer icon

This process is fairly straight forward and should be self-explanatory. However, one thing of note is where you install the software. Since the program runs on many different platforms, no assumption about the "right" place to install has been made. Where the program goes is entirely up to you.

For Windows users, perhaps the right place is on your desktop, or in your "Program Files" folder. For Linux users, maybe the "right" place is in your home folder. For OS X users, maybe "Applications" or any of the previously mentioned locations.

It's all up to you. Just be sure to put it somewhere where you can find it later! Also note that, by default, the installer installs the program in a folder called "kLoOge.Werks" within the folder that you select. So, for example, if you select "Desktop" as your destination, all of the files that the installer creates will be placed in "Desktop/kLoOge.Werks." Keep this in mind if you are upgrading from a previous version, since you probably don't want your installation to end up in "Desktop/kLoOge.Werks/kLoOge.Werks." To overcome this, you can uncheck the "Append 'kLoOge.Werks' to destination" button, which will place the installation exactly in the folder you specify.

Once installation has finished, you're ready to get started with the program. Simply navigate to your installation folder and double-click on the "kLoOge.Werks.jar" icon. For Mac users, you get a nice application icon instead of a simple JAR file, so you double-click on "kLoOge.Werks" to begin.

MODIFYING MEMORY SETTINGS

Java, by default, reserves a certain amount of memory for **kLoOge.Werks** to use. This amount varies, but usually has a maximum of around 48 MB (megabytes). As the program requires more memory, Java doles it out, until this maximum is reached. Once that happens, further memory requests will be denied and the program might encounter an “Out of Memory” error.

How you change the default amount of memory that Java reserves depends on your operating system. A few examples are explained below.

MICROSOFT WINDOWS®

The **kLoOge.Werks** distribution includes a batch file called “kw.bat” that can be used to start the program with custom Java settings.

Load this file into your favorite text editor and follow the instructions included in the file. Save it and then use it to start the program instead of the JAR file. To do so, simply double-click on the “kw.bat” file.

LINUX

The **kLoOge.Werks** distribution includes a file called “kw.sh,” that can be used to start the program with custom Java settings.

Load the file into your favorite text editor and follow the instructions included in the file. Save it and then use it to start the program instead of the JAR file. Depending on your window manager and personal preference, you can either double-click on the “kw.sh” file or open a command window and execute it with the command “kw.sh.

MAC OS X

To change Java’s startup parameters under OS X, right/control-click on the **kLoOge.Werks** icon and select “Show Package Contents” from the popup menu. Navigate to “Contents” and select the “Info.plist” file.

If you have OS X's developer tools installed, you can double-click on this file and edit it with the "Property List Editor." If you do not have the developer tools installed, you can edit the file with your favorite text editor.

Locate the "VMOptions" entry and modify the "-Xmx" and "-Xms" settings to reflect your desired maximum and initial memory settings.

THE INTERFACE

The program's interface is broken into a number of sections. Using the image below, these



The kLoOge.Werks main interface

sections are defined as follows:

1. Campaign tree
2. Maps and character sheets
3. Map thumbnail

4. Icon Toolbar
5. Tool bar
6. “Battle bar”

LICENSING

What type and how many licenses you need to use **kLoOge.Werks** should be simple and straightforward. However, as in life, very few things end up being simple *or* straightforward.

Licensing is no exception.

There are three “basic” types of license for **kLoOge.Werks** and two “special” types. All of these types are explained below.

MASTER ONLY

This is the most rudimentary license required to host a game. If you are a GM, then you at least need this license in order to create a campaign and make it available for players to join.

We did, however, say that it was “rudimentary.” With this license everyone wishing to join your game must bring their own Client license (explained below). No one, and we mean *no one* without their own license will be able to join your game. That means, just to be absolutely clear, that you can not install the program in two places, start one copy as a Master and the other as a Player and connect that Player to your Master.

When we say “Master Only” we literally mean: “only a Master.”

That said, you can *add* licenses to a “Master Only” license. For more information on doing so, see the sections on “Client Only” and “Multi-Licenses” below.

CLIENT ONLY

A “Client Only” license allows you to join someone else’s game. If you are a player and you own your own “Client Only” license, you can join any game, anywhere in the world, because you have your own license. It’s yours and you take it with you where ever you go.

If you are a GM you might think that having “Client Only” licenses does not apply to you. This is actually not the case. If you decide to buy one or more “Client Only” licenses you can install them in addition to any “Master Only” or “Master & Client” (explained below) license. Doing so allows you to do two things: first, you can join any game as a Client (of course). Secondly, and perhaps not obviously, “Client Only” licenses installed in addition to a “Master” license allows unlicensed Players to join your game.

In this situation, each individual “Client Only” license acts as a single “Multi-License” (see the explanation of “Multi-Licenses” below) that is loaned out to unlicensed Players when they join your game.

MASTER & CLIENT

Taking what you know about “Master Only” and “Client Only” licenses already, it is, hopefully, not hard to grasp what a “Master & Client” license is. Essentially, it is a “Master Only” and a single “Client Only” license combined into one license.

This license exists, primarily, as a convenience. It allows you to have all the power and flexibility of two licenses, but with only one license to keep track of.

Everything you can do with a “Master Only” and a “Client Only” license you can do with a “Master & Client” license – you can host a game and you can join any game. Additionally, you can have one unlicensed Player join your game.

You also have the benefit of adding as many “Client Only” and “Multi-Licenses” as you like.

MULTI-LICENSE

“Multi-Licenses” are more difficult to explain than they are to operate. You can think of a “Multi-License” as a group of “Client Licenses” bundled together into a single license.

By adding “Multi-Licenses” to your “Master Only” or “Master & Client” license, you allow unlicensed Players to join your game. Why would you want to do that? Simplicity, mostly. Instead of relying on Players to purchase and maintain their own licenses, you are essentially doing it for them.

This is useful in a number of situations. For example, what happens if you are at a Con and decide to host an impromptu game? Unless everyone who wants to join already has their own

licenses, you will find yourself quite lonely. With “Multi-Licenses” installed, all anyone else needs is a copy of the program (which you already have, of course) and a network connection to you (wireless “ad hoc” networks work wonderfully for impromptu games, by the way). You can be up and running in less than five minutes.

As another example, what happens if you decide to host a game on the Internet, but you do not have a regular group of players? Again, all any player needs to do is download **kLoOge.Werks** and establish a network connection to you to play.

As you can see, having “Multi-Licenses” can be very useful.

STARTER KIT

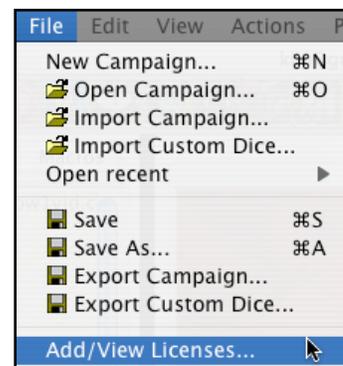
The “Starter Kit” license is a special license that we created expressly for retail distribution of the program. It is a “Master Only” and two “Client Only” licenses combined in a single license.

The idea behind it is to allow people who buy **kLoOge.Werks** in a store to get up and running with up to two unlicensed Players as quickly and painlessly as possible. A “Starter Kit” is identical to a “Master & Client,” except that it is actually a “Master & Two Clients” license.

ADDING LICENSES

When you first start up the program, it will come up in “demo” mode. This is because, until you have added one or more licenses, the program behaves as a nearly fully functional demo.

To add your licenses, select “File→Add/View Licenses.” This brings up the software license agreement dialog, which you must accept in order to proceed. Once you accept the “Add License(s)”



Add licenses menu



Add licenses dialog

dialog appears.

In this dialog you enter the key and serial number that you were issued by kLoOge.inc. You also must select the type of license that you are adding from the drop down list.

After entering this data, click on the “Add” button to add the new license to the list. You can add as many licenses as you like in this way, or you can add them individually, if you prefer.

Once you have added all the licenses that you intend to, click on the “OK” button. Depending on the type of licenses that you added, the program may inform you that it will shut down to enable all functionality.

If this happens, simply restart the program to continue. You’ll notice that a blank campaign is created instead of the demo campaign when you restart.

If you do not need to restart, then a dialog displaying information about the licenses that you added will appear. Once dismissed, you can continue on without interruption.

If, for some reason, you get an error when entering your license information, check to be sure that you are entering it exactly as you received it. This includes capitalization and dashes. If you continue to have problems, send us an e-mail and we’ll get you up and running as quickly as possible (e-mail addresses are located on the first inside page of this user manual).

 **KLUDGE WERKS**
THE DIGITAL GAMING TABLE



GAME MASTER

GAME MASTER

Being a Game Master is different from being a player. Of course, it's unlikely that you need us to tell you this. Still, it needs to be pointed out, since what you can do with **kLoOge.Werks** depends on whether you are a Game Master or a Player.

As Game Master, you get to define the rules and control all aspects of play. This is quite a responsibility, but you're up to the challenge, right?

Of course you are! You've got **kLoOge.Werks** in your corner, after all.

CREATING A CAMPAIGN

Whenever **kLoOge.Werks** is started, a blank campaign is created. Your campaign is organized in the "Campaign Tree" located on the left side of the program's main interface window.

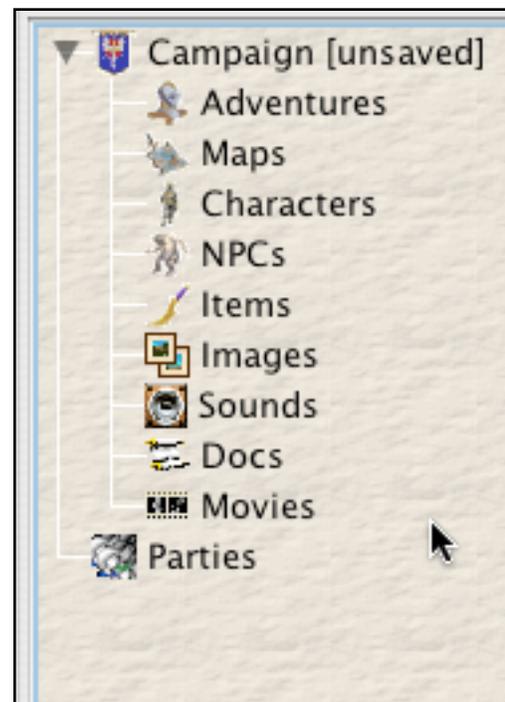
ORGANIZATION

The "wells" in the campaign tree are meant to help you keep your campaign organized. A campaign is made up of Adventures (of which there are usually several). Adventures contain Maps. Maps are where the action happens and contain Icons, Sounds, Docs and a host of other items.

You'll notice that there are wells for Maps as well as for various icon types. These are there so you can work on things before they are officially a part of your campaign.

For example, you might be creating a Map, but haven't decided which Adventure it will come into play for. You can create it in the "Maps" well, then, when you decide where to use it, move it to the appropriate Adventure.

The same is true for the other wells. You can create template NPCs, for example, so they're easy to locate and bring into play when they're needed.

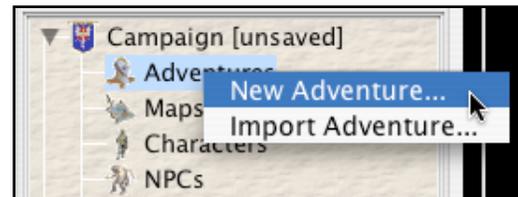


Campaign tree

It's a good idea to keep your campaign organized. If you do, it will be that much easier for you to keep track of the progression of events. So, even though you are not forced to create Adventures, it's a good idea to do so. A messy and disorganized campaign will leave you searching for things constantly, which takes away from the flow of the game.

THE FIRST ADVENTURE

To create your first Adventure, right-click on the "Adventures" well and select "New Adventure" from the popup menu. A dialog will appear, giving you the chance to name your Adventure. Name it anything that you like. Adventure names are never displayed to your players, so you don't have to worry about being cryptic or giving too much away.



Create an Adventure

When you click on the "OK" button a new Adventure will be created under the "Adventures" well.

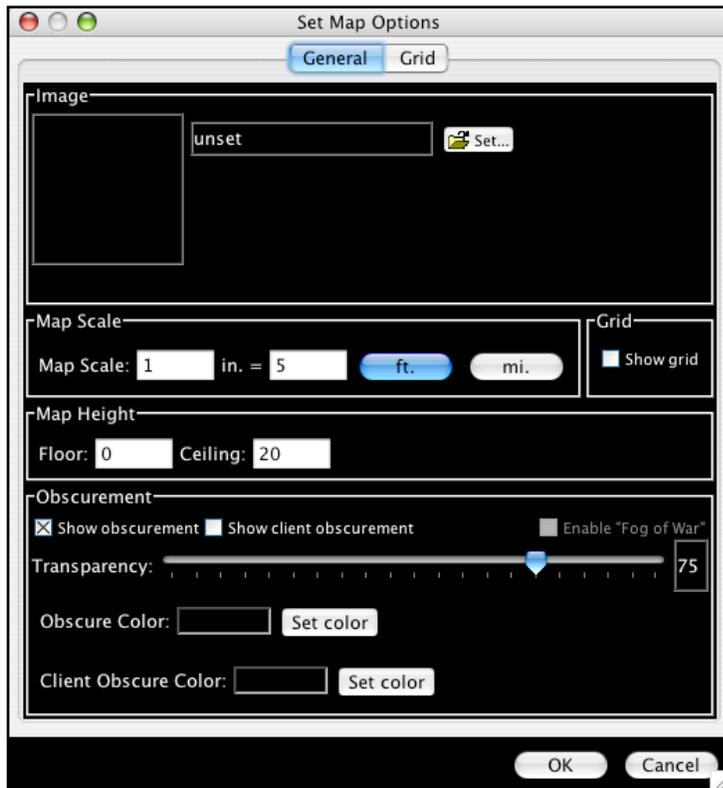
Congratulations! Your first adventure has been created. Of course, it isn't much of an adventure yet, but we'll take care of that soon enough.

CREATING A MAP

Maps are where you and your players will be spending the vast majority of your time. As a result, most of the things that you will want to do in your game are accessible from a Map.

To create a Map, right-click on the Adventure that you just created and select “New Map”

from the popup menu. This presents you with the “Set Map Options” dialog, where you set up just about all of a Map’s options.



Map options dialog

MAP IMAGE

Of primary consideration for a Map is the image that is used to represent the Map. You can think of this image as the playing surface that you will be using during your game.

Where you get this image is entirely up to you. You can scan maps from modules that you have purchased, download images from the Internet, draw your own images in paint programs, render images in 3D rendering packages or use any of a number of map generation programs available.

There are only a few important considerations to keep in mind when acquiring an image for use as a Map.

First and foremost is the resolution of the image. The higher the resolution, the more memory the image takes. The more memory the image takes, the slower your computer will respond. We recommend that you keep Map images below 2048 pixels in any dimension. 2048 pixels is pretty big and should be adequate to represent just about any map situation.

However, if you and your players all have very up-to-date computers (with huge amounts of RAM), then you can experiment with larger images. Just don’t start with huge images — in most instances, they are a waste.

Of secondary consideration is the format of the image that you want to use. JPEG is the preferred image format due to its small file size and high color fidelity, but you can also use PNG and GIF images if you like.

Other image formats will need to be converted before they can be used.

To assign an image to the Map, select the “Set” button at the top of the “Set Map Options” dialog. This opens a file dialog that allows you to browse your Map images. Select the one you like and press the “Open” button. The image will be loaded into the thumbnail area to the left of the “Set” button, showing you the images pixel resolution and file name.

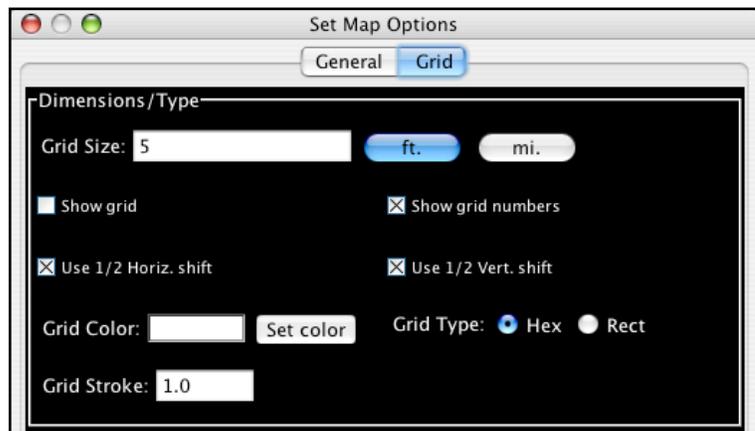
MAP OPTIONS

There are a lot of options associated with a Map, but we are only going to cover those that are important for getting started quickly.

“Map Scale” is important, but it will be covered in the next section, so you can skip it for now.

“Obscurement” governs whether or not your players will be able to see the map or not. When enabled, a layer of color (by default black) will obscure the map until you (the Game Master) reveal it to them. How you do this will be covered shortly. For now, accept the default of enabling obscurement and leave the colors at their default.

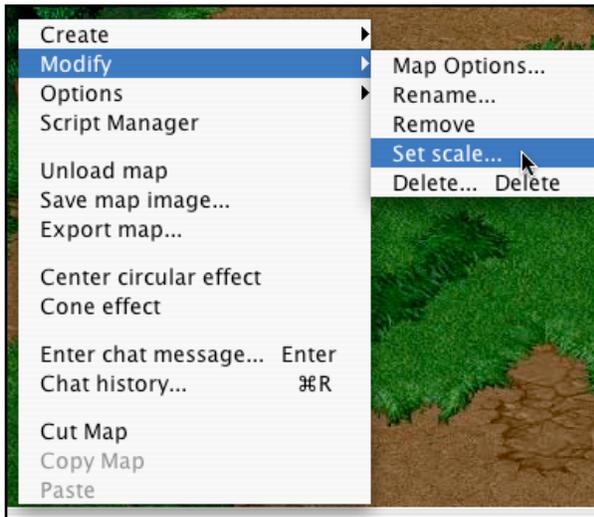
On the second tab of the dialog you can set the grid options. Some people use grids religiously. Others disdain them with almost equal passion. If you use grids, you have a lot of options to choose from. For now, leave the grid off. You can always experiment with the grid after the map is loaded (it will be easier then, anyway, since the program shows you your changes as you make them).



Map grid options

For now, that’s all we’re going to cover, so click on the “OK” button to create your new map. Assuming that you did actually select a Map image, the dialog will close and your new Map will be loaded.

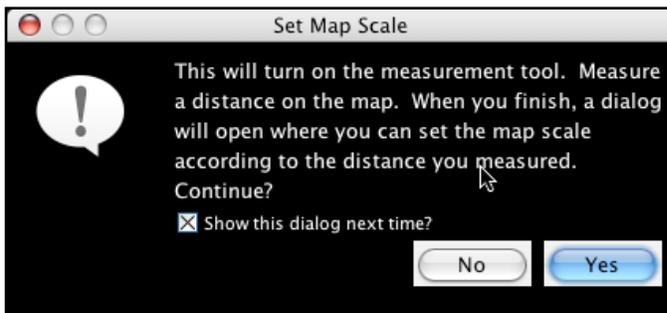
MAP SCALE



Set Map scale menu

Nearly as important as the image that defines a Map is the scale the Map is meant to represent. To set a Map's scale, you can use the Option dialog, as indicated previously, but it is much easier to set the scale interactively.

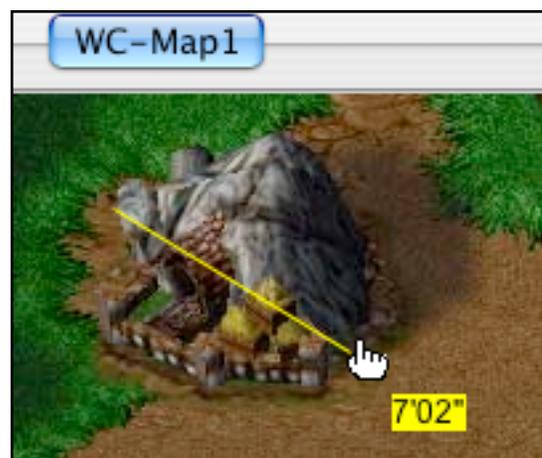
To do this, right-click on the Map (either in the campaign tree or anywhere on its loaded image) and select "Modify→Set Scale" from the popup menu. This opens a dialog describing what you are about to do. To summarize, you will be measuring an area on the map and then using that measurement to set the overall scale of the Map.



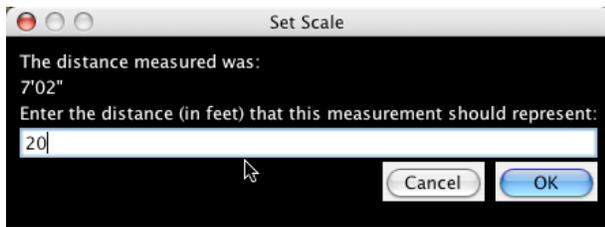
Set Map scale dialog

Dismiss the dialog by selecting "Yes" and you will see that your pointer has turned into an indicating hand. Find a feature on your Map image that you can reasonably guess the size of (a tree, or a road, or a doorway or a building, for example) and press the left-mouse button (do not release the button).

Drag the mouse and a yellow line will be drawn from the point where you pressed the button to where ever you move the mouse. Additionally, the distance at the current Map scale will be displayed. When you reach the other side of the feature that you are measuring, let go of the mouse button.



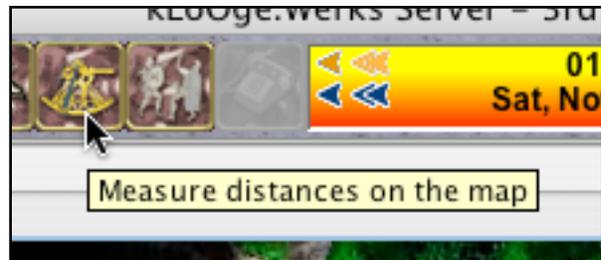
Selecting reference area



Setting final scale dialog

The “Set Scale” dialog will open, showing you the distance you measured at the current Map scale and presenting you with a field where you can enter the actual distance that the measurement should have taken. Enter the actual distance in whole feet (or metres, if you are using SI units) and click on the “OK” button.

The dialog will disappear and nothing else will appear to have changed. That’s okay, though, because there isn’t anything on your map to indicate the change of scale. Click on the “Measure distance” icon in the tool bar and measure the same region that you measured before (using the same procedure of pressing the left-mouse button, dragging the mouse and releasing the button when you reach the point where you want to finish your measurement). You’ll notice that this time the measurement is the scale that you set it to.



Tool bar measure distance button

Your Map is now ready to have Icons placed on it. Just so you know, you want to set your Map’s scale before putting any Icon’s on it. If you don’t believe us, try it sometime and see what happens!

NAVIGATING THE MAP

As you play you will find your attention focusing on different regions of a Map. Some times you will need to zoom way in to see the particulars of activity. Other times you will need to zoom way out so you can get an accurate overview of the entire area.



Map thumbnail

The program gives you many tools for navigating around a map. There is the Map thumbnail, which can be used to jump to different points on



the map; the “eagle eye” icon on the tool bar that zooms out to show the entire map with a single click; the middle mouse button (if you have a three-button mouse) that, when pressed, allows you to scroll around the map; the mouse scroll wheel (if you have one) that allows

you to zoom into and out of the map; the “scroll regions” on the edges of the map that come into effect when your mouse is near them; and keyboard shortcuts for scrolling and zooming the map.

You can also double-click on an Icon in the campaign tree or the Icon Tool bar to center on that icon.

CREATING ICONS

Now that you have a Map all ready for Icons, it might be a good idea to create some.

ICON TYPES

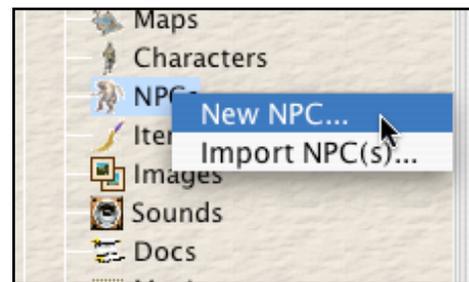
kLoOge.Werks supports a number of different Icon types. Most are self-explanatory, like “Doc,” “Image” and “Sound.” “Items” are a little harder to classify, but are essentially anything that isn’t a PC or an NPC.

PCs and NPCs are where most of your attention will be focused.

PCs are really just a special kind of NPC. There can only be one instance of any PC Icon (based on the assumption that PCs are controlled by real people, of which only one unique instance exists). Other than this, NPCs and PCs are pretty much the same.

Let’s start by creating an NPC. Where you create an NPC depends a lot on how you intend to use it. If it’s something that will only exist on one Map and isn’t likely to be replicated anywhere, you can right-click on the Map and select “Create→NPC” from the popup menu.

On the other hand, if you are creating a generic template NPC (like an “orc” or a “goblin”), then it is probably better to create it in the NPC well of the campaign tree.

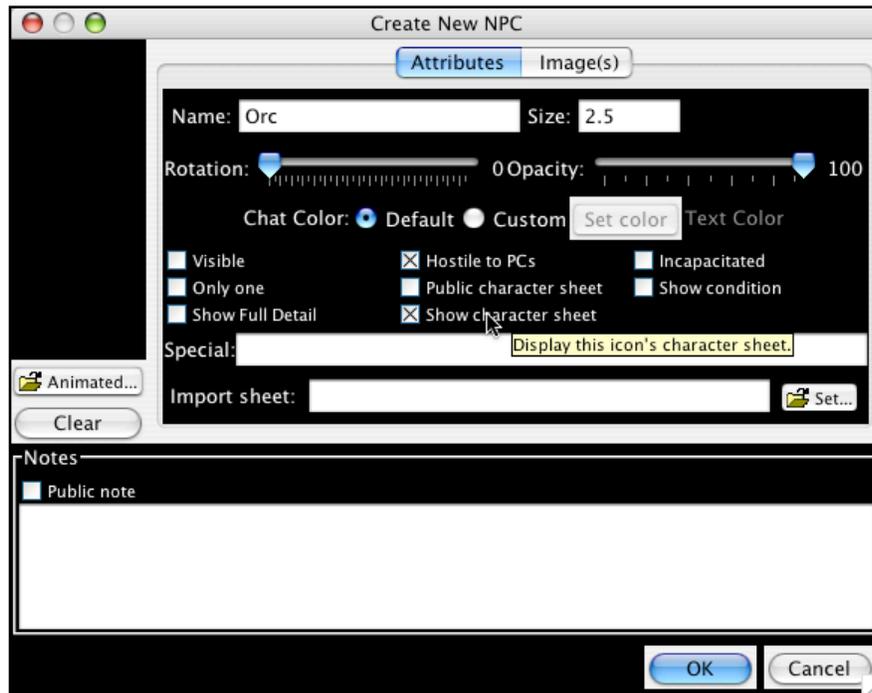


New NPC menu

CREATING AN NPC

Let’s create a template “orc,” just to keep things simple.

Right-click on the NPC well in the campaign tree and select “New NPC” from the popup



Create NPC dialog

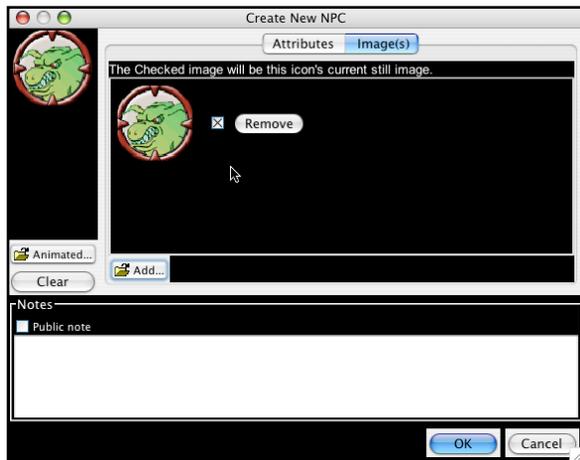
menu. The “Create New NPC” dialog will open, showing you many of the options associated with an NPC icon.

To begin, give your NPC a name. Since this is going to be a generic template, something like “Orc” is probably good enough. Leave the rest of the options alone for now (you can hover your mouse over most of them and receive information about what they do), until you come to the “Import

sheet” field.

If you have a program like “eTools” or “PCgen,” then you may have already created a character sheet for your template orc there. These programs are handy because they know all the rules of character creation for their game system and make it easy to create characters. They also can generate output that can be imported directly into **kLoOge.Werks**.

If you have one of these and have exported a character sheet from it, you can use the “Import sheet” field to immediately import the sheet into **kLoOge.Werks** (thereby saving yourself some time later).



Set new NPC image

Since we don't know if you have programs like eTools or PCgen available to you, we will have to do things the old fashioned way: by hand. We'll get to that in a moment.

For now, click the "Show character sheet" button and then move to the "Image(s)" tab to set a image for your Icon. Click on the "Add" button and select an appropriate image. You can have as many images defined for an Icon as you like (switching between them at any time during play).

Click on the "OK" button and your Icon will be created.

CREATING A PC

As was mentioned above, a PC is really just a special kind of NPC. Creating them is nearly identical to creating an NPC. The only real difference is that you can only create a PC from one place: the "Characters" well of the campaign tree.

Beyond this, a PC is just like an NPC for creation purposes. Create one or two if you like, following the same steps outlined above.

CHARACTER SHEETS

The character sheet is the soul of any character, as you well know. Whether you use another program to generate character data or roll and enter the data by hand, the character sheet is where it is stored and accessed by the program.

What the character sheet looks like and what data it contains depends on the game definition that you are using. As a result, we will not go into specifics here (there are simply too many possibilities to cover in this setting).

Just keep in mind that the more completely you fill in your character sheet, the more well-rounded your character will be and the more the program will be able to do for you during play.

Using 3rd Edition D&D as an example, filling in the "Skills" section of the character sheet gives you access to all of a character's skills as rolls during play. This means that you don't have

to look up the information in the middle of your game and don't have to fumble with dice or even the Dice Roller to make a skill check. Game flow isn't interrupted and play continues at a good pace (which is one of the main reasons for using **kLoOge.Werks** in the first place).

How you make rolls from character sheet information will be covered in another section. For now simply know that the more data you supply in the character sheet, the easier your life will be during play.

POPULATING THE MAP

Now that you (hopefully) have an Icon or two, you can set about populating your map. The first thing you'll probably want to do is place some Icons.

BRINGING IN ICONS

To bring Icons onto you map, you can drag-and-drop them from the campaign tree, or right-click on them in the tree and select "copy," then right-click on the Map and select "paste."

With NPCs you can opt to do a "multi-paste," which allows you to paste multiple copies quickly.

OBSCUREMENT

As we hinted at before, the Map as you see it can be quite different from what your players see.

When you created this map, we asked you to leave “obscurement” enabled. When you look at the Map now, depending on your Map image, you may be able to detect that the image appears darker than it should.

This darkening is caused by the obscurement layer, a semi-transparent layer that indicates to you which areas of the Map that your players have explored and which areas they have not. Note that for you this layer is semi-transparent, but for your players it is completely opaque — they will not be able to see anything of the Map image in areas that are obscured.

To reveal an area, press the left-mouse button and drag out a rectangular area on the Map. When you release the mouse button, a menu will pop up giving you, among other

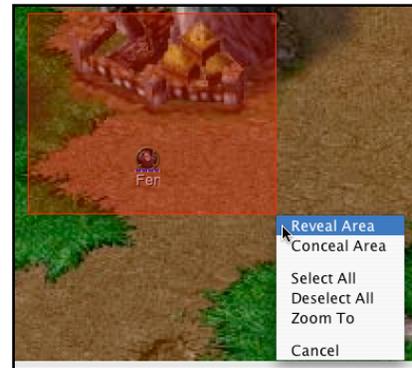


Using freehand region to reveal an area

things, the choice of revealing or concealing the area. Select “reveal” and the rectangle will become clear.

There are other ways of revealing areas beyond this. If you press the control/alt key when the mouse is over the Map (and no Icons on the Map are selected), your pointer will turn into a pen. This is the freehand tool. Draw a freehand region and when you release the mouse button you will be given the same options that the rectangular region gave you.

You can also press the “r” (reveal) or “c” (conceal) keys to toggle the Reveal/Conceal brush tool. This tool turns the pointer into a “brush” that can be used to “paint” out areas in the obscurement layer. You control the size of the brush with the “[“ (or “,”) and “]” (or “.”) keys.



Revealing an area



The area revealed

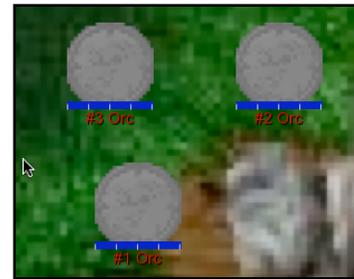
ICON VISIBILITY

When you brought Icons onto the Map, you may have noticed that they didn't look "right." They were probably drawn in gray scale or with a hash pattern over them. That's because the NPCs that we created were not set to be visible to clients (which is the default for NPCs — PCs default to being visible).

Icon's that aren't visible are completely unknown to your players — they don't appear in their campaign tree and do not show up on their Map.

By keeping Icons invisible until critical times you can develop your story and intentions without your players being any the wiser.

To change an Icon's visibility, click on the Icon and press the "v" key, or right-click on it and select "Options→Visible" from the popup menu.



Invisible Icons



Visible and invisible Icons

THE ICON TOOLBAR

The Icon Toolbar is a very important tool for quickly accessing Icons. By default, it is docked along the bottom of the program's window. You can, however, undock it, which places it in a floating window that you can toggle on or off with the grave key ("`").



Icon Toolbar (undocked)

Initially the Icon Toolbar contains all the PC Icons that are in your campaign, but you are free to add or remove Icons from the Toolbar at any time. To add an Icon to the Toolbar, simply drag it from the Map or the campaign tree.

Dragging an Icon from the Map requires that you hold down the shift key as you begin dragging (in order to inform the program that you are beginning a drag operation instead of simply wanting to move the Icon).

When the mouse enters the Toolbar, the Toolbar will be outlined with a yellow border, indicating that it is ready to accept the drop, as illustrated in the image below. When you see this, let go of the mouse button and the Icon will be added to the Toolbar.



Adding an Icon to the Icon Toolbar

You might want to add important NPC Icons to the Toolbar so you have fast access to them. The Icons that you add to (or remove from, for that matter) the Icon Toolbar are remembered when you save your campaign, so the next time you load it, the same Icons will appear in the Toolbar automatically.

To remove an Icon from the Toolbar, simply hover your mouse over it briefly and press the “Backspace” or “Delete” key. The Icon will immediately be removed from the Toolbar.

The Icon Toolbar is useful in a number of ways. You can drag Icons from the Toolbar onto the current map, for instance. You can also toggle an Icon’s Dice Panel simply by clicking on it once in the Toolbar.

You can also center on the Icon by double-clicking on it in the Toolbar (if the Icon happens to be on a different Map, then that Map will be loaded automatically).

You also have access to the Icon’s popup menu, exactly as if you right-clicked on the Icon on a Map or in the campaign tree.

Finally, Icons in the Toolbar are sorted according to their relative health. The more injuries an Icon has suffered, the further to the left it will appear. This is a proportional calculation, so the most injured, based on their total number of “hit points,” will always appear to the left of less injured Icons.

ICON QUICK STATS

There are many ways to get information about an Icon. You can hover your mouse pointer over it on the Map, in the campaign tree or Icon Toolbar. You can also access the Icon's character sheet, which, of course, contains just about everything there is to know about an Icon.

In addition to these, however, there is also the Icon Quick Stat panel. The Icon Quick Stat panel is a small panel that appears in the upper right-hand corner of the Map whenever a single Icon is selected.



Icon Quick Stats

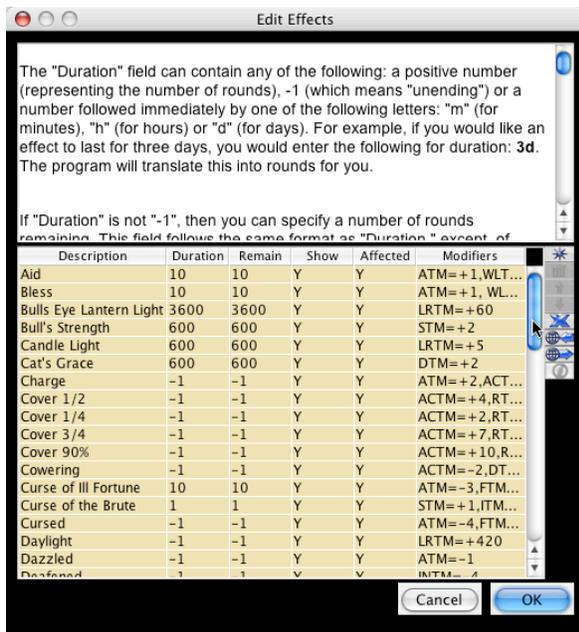
The exact information contained in the Icon Quick Stats depends on your game definition file, so if you are willing and able to modify the definition, you can have your Icon Quick Stats display just about anything you like.

EFFECTS & TEMPORARY MODIFIERS

Two very powerful features that work together are Effects and Temporary Modifiers.

Temporary Modifiers are just that: temporary adjustments to rolls. Many game systems employ the notion of situational or circumstantial bonuses/hinderances to rolls. Being partially obscured by a wall, for instance, may make you harder to hit or detect. Wearing certain clothing, or possessing certain items, may increase or decrease your chances of successfully accomplishing some task.

To deal with these, most game system definition files contain a section for "Temporary Modifiers." By entering data into these fields, and then employing other fields of the character sheet that reference them (usually without you having to think about it) in expressions, your (and your Players' roles) can be automatically adjusted.



Edit global Effects dialog

Effects take this notion one step further by giving you a place to define collections of these Temporary Modifiers and apply them to Icons for a given amount of time.

The "Edit Effects" dialog (located as the program menu "EditgEffects") allows you to create Effects, set their duration and Temporary Modifiers. Once defined, you and your Players can assign the Effects to Icons during play. You do this by right-clicking on an Icon and selecting "ModifygEffects" from the popup menu.

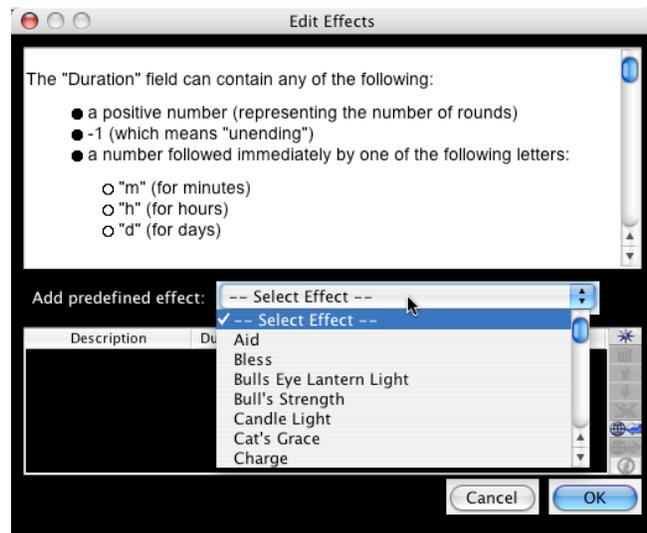
What's more, some game system definitions even allow you to enter the name of an Effect on the character sheet so that the Effect can automatically be applied when, for example, a spell

cast.

PLAYER OPTIONS

With all the control you have over the game as the Game Master, there will undoubtedly come times when you will want to relinquish some of your power so you can do other things. There is also the notion that if you do everything, some of your players may feel that they are not doing much playing.

To alleviate this, you have the option of granting some power to your players. How much you grant them is entirely up to you. There are two places where you define the amount of control you are willing to give up.



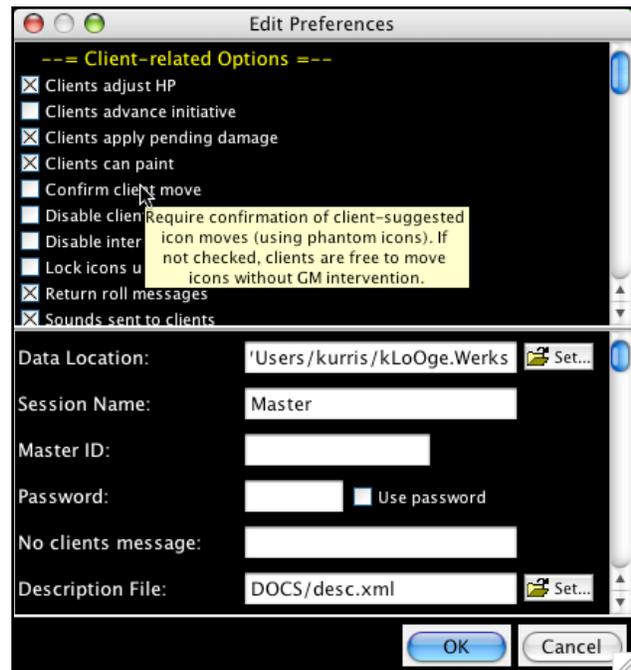
Edit Icon Effects dialog

PREFERENCES

If you open the Preferences dialog, you will see a lot of options. The first set at the top are “Client-related options.” Hovering your mouse over any of these will display a short description of what the option does.

Which of these options you enable (if any) depends on your trust of your players. For beginning sessions, keeping most (if not all) of these disabled is probably not a bad idea.

As your group evolves, toggling some of these will end up making a lot of sense (and can save you a great deal of time, especially “Confirm client move”).



Preferences dialog

CLIENT PARTICIPATION



The client participation button

The other half of the equation is the “Client participation” button on the tool bar. When this button is not selected your players won’t be able to do much of anything, no matter how your

Preferences are configured.

Once you enable “Client participation,” you open the proverbial flood gates to players doing things for themselves.

Still, since cutting them off is only a click away, they shouldn’t get too full of their new power — you can always take it away from them if they abuse it.

COMBAT

If Maps are where you'll spend most of your gaming time, then combat is probably the thing that will occupy most of your attention.

Handling combat is where **kLoOge.Werks** can really come to your rescue as a Game Master. Not only does the program keep track of just about everything related to combat, but it makes accessing this information easy and fast. There is also the added benefit that when you save your campaign you can pick up exactly where you left off next time (no more lost pieces or dislodged game boards). You gotta love that!

ROLLING DICE

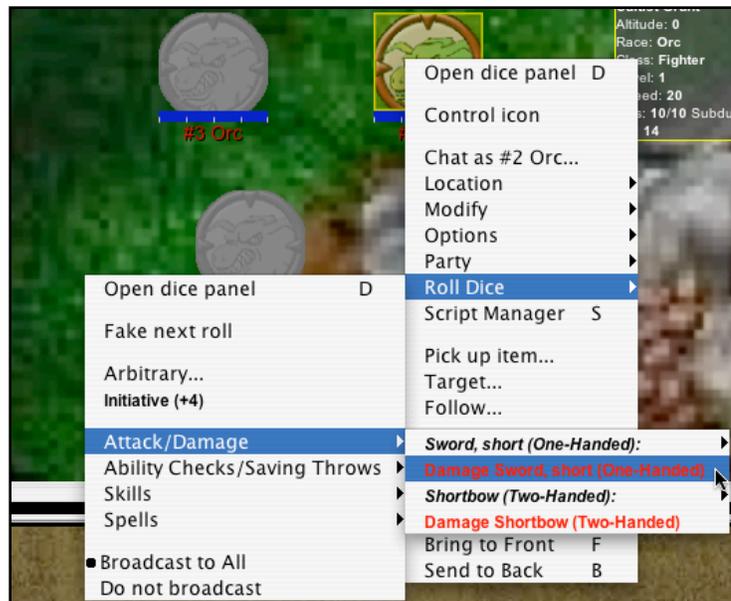
Before we can effectively talk about combat, we need to establish how dice are rolled within the program. Since combat usually involves a lot of rolling, this should make sense.

What you roll, how many dice and how many sides each die has is determined by the game system that you're using. If you've filled in your character sheets accurately, then you don't really need to worry about the underlying mechanics.

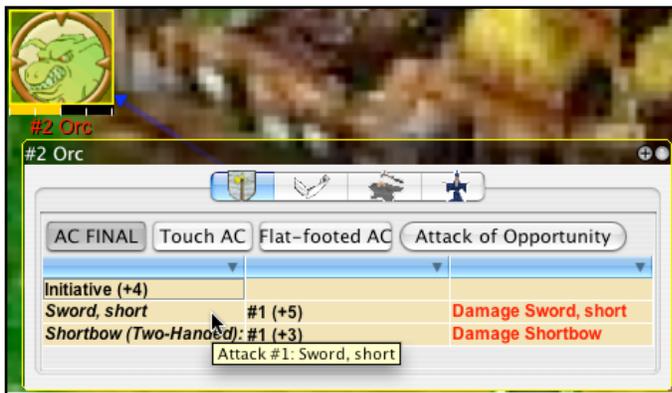
To roll you can right-click on an Icon and go to the "Roll Dice" item of the popup menu. This item contains sub-menus for each dice category that the game system has defined.

Navigating these menus, though, can be a little tricky when you have Icons with lots of things to roll for. A generally better way to roll dice is with an Icon's Dice Panel.

Double-click on an Icon that's on a map, or select "Open dice panel" from the Icon's popup menu (by right-clicking on the Icon) or single-click on an Icon in the Icon Toolbar to bring up that Icon's Dice Panel.



Roll dice menu

*Dice panel (default)**Dice panel (expanded)*

The Dice Panel contains a lot of useful controls above and beyond just rolling dice. You can adjust the Icon's hit points, toggle the display of its character sheet and even tell the program that you'd like to fake the roll.

At the bottom of the panel are tabs for each dice category. These tabs are populated by information drawn from the Icon's character sheet. To roll, simply click on a row of the table.

Attacks are a little special, since many game systems allow for multiple rolls, so you click on the "#1," "#2," etc. instead of the weapon's name to make an attack roll.

That's all there is to it, really. If you select multiple Icons and then roll, the program

will make the roll for everyone that is selected (provided they all have an expression for the roll you're making, that is).

Experiment, roll a few times. You can select multiple icons by holding down the shift key when you click on them. When you feel that you've got the hang of rolling dice, it's time to move forward.

BEGINNING COMBAT

You begin combat by clicking on the "Begin counting combat rounds" button in the tool bar. When you do this, the "battle bar" appears and, generally (unless configured otherwise), the "beginning combat" sound plays to alert your players of their impending doom.

*Begin combat tool bar button*

The “battle bar” is where you control the organization of combat. With it, you advance initiative and round and define who will be participating. As soon as you turn on the “battle bar,” it is ready to accept initiative rolls, so when your players see it appear, they know that the time is right to make their rolls.

ASSIGNING INITIATIVE



“Battle bar” before initiative has been rolled

Select the Icons that you want to roll for. You can either shift-click on each one, or drag out a region with the mouse and select “Select All” from the popup menu or use any other method you’d like.

After selecting the Icons, either bring up one of their Dice Panels or right-click on one and select “Initiative” from under the “Roll Dice” menu.

Once all the initiatives have been rolled, click on the “Next initiative” button in the “battle bar.” This is the orange right-facing arrow.



“Battle bar” with initiatives set

The round will advance to zero and the first Icon in initiative will appear in the “battle bar.”

Congratulations, combat has begun.

MODIFYING INITIATIVE

You will certainly encounter instances where, after beginning combat and rolling initiative for the Icons that will be participating, you find that you either need to add, modify or remove Icons from the combat sequence.

To add Icons to the combat sequence, simply roll initiative for the Icons. Once rolled, they will be added to the combat sequence.

To modify or remove one or more Icons from the sequence, select the Icon(s) and then right-click on one of them and select “Modify→Initiative” from the popup menu. This opens the



Set initiatives dialog

“Set initiatives” dialog with the names and current initiative values for the selected Icons.

To change an Icon’s initiative, simply enter a new number in the field next to its name. To remove the Icon from the combat sequence, blank out its initiative value. Click on the “OK” button when you have finished making your adjustments and your changes will take effect

immediately.

You can also quickly set an Icon’s initiative to the current initiative value by right-clicking on the Icon and selecting “Initiative to now” under the “Modify” menu.

TARGETING

This being combat, there is likely to be attacks made amongst the Icons. While you don’t have to, it’s a good idea to use the program’s targeting feature.

Targeting indicates who is attacking whom, but also uses information from the attacked Icon’s character sheet to determine hits and misses.

To target, select the Icon that will be making the attack and either right-click on it and select “Target” from the popup menu or press and hold the control/alt key. Either way, a targeting line will spring from the center of the Icon to your mouse pointer.

As you move your mouse around (keeping the control/alt key pressed), the line continues to be drawn and the distance from the Icon to the mouse is displayed.

Move the mouse over the intended target and click. A targeting line is locked to the Icon that you click on and a chat message announcing the event is issued (don’t worry, the message only appears on your screen if any of the affected Icons are invisible).



Beginning targeting



After target established

With targeting established, attack and damage rolls will be directed at the target. So, when you roll an attack that should score a hit against the target, the program will tell you so. When you roll damage, the amount of the damage will be accumulated against the target.

To remove a target, simply start the procedure as you would to target, but click on an Icon that you are already targeting. When you do this, the target is removed. You can also right-click on the targeting Icon and select “Re-

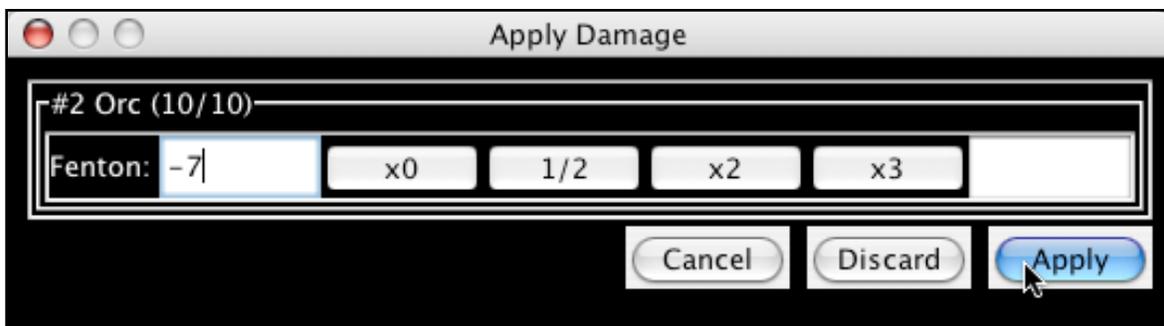
move target” from the popup menu.

APPLYING DAMAGE

As successful attacks are made, damage will be accumulated against an Icon. When an Icon has pending damage, it is colored with a red haze. Double-clicking on such an Icon brings up the “Apply Damage” dialog.

This dialog lets you quickly apply the pending damage, adjusting its amount, if necessary, beforehand.

The dialog has buttons for common multipliers to the damage and fields so you can make changes as you like.



The apply damage dialog

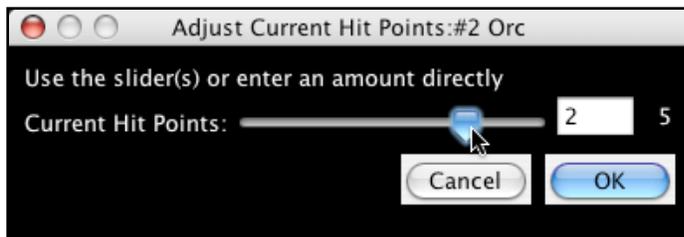
The “Apply” button applies the damage and the “Discard” button throws it away. An Icon can have pending damage from many different sources, so each one is listed individually.

When damage is applied, the Icon is wounded (or healed, which also happens). A sound will generally play and the Icon’s health display (if enabled) will be adjusted.

ADJUSTING HEALTH

While applying pending damage certainly adjusts the Icon's health, you can also manipulate the Icon's health directly.

As previously mentioned, you can make adjustments through the Icon's Dice Panel, but you can also edit the Icon's character sheet (where health is stored) or select the Icon and press the "+" or "-" key.



Adjust hit points dialog

Either of these keys brings up the "Adjust Current Hit Points" (the name of which may vary, depending on your game system) dialog. This looks just like the slider in a Dice Panel, but stuck in its own dialog.

You can select multiple Icons, bring up an adjustment dialog and affect all of their health in a single operation. Healing an entire party, for example, simply requires selecting the icons, bringing up the adjust dialog and entering some arbitrarily large number in the field (arbitrarily large so you are sure to heal everyone fully, since the program will clip the adjustment at the Icon's maximum health).

ADVANCING INITIATIVE

When all the activities for a turn have finished it's time to advance to the next person's turn. To do this, simply click on the "Next initiative" button of the "battle bar."

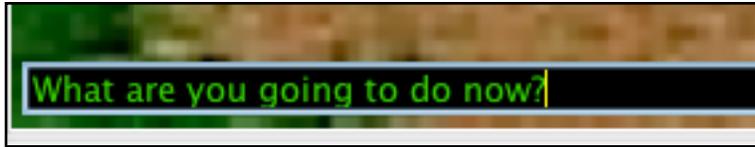
The program keeps track of initiative order and rounds, so when all the initiatives in a round have passed, it automatically advances the round for you. You can, of course, manually advance the round if you like.



Advancing initiative

CHATTING

Sending and receiving chat messages is very important to the flow of the game, especially when you are playing over the Internet.

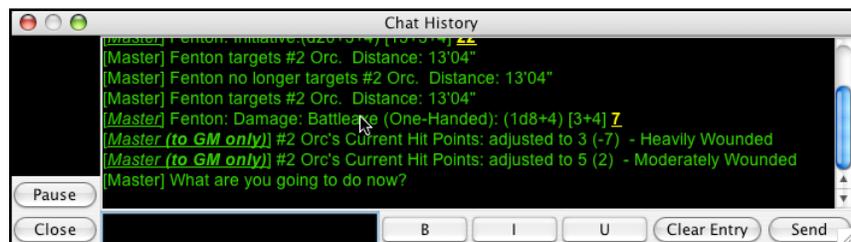


Entering a chat message on the Map

To send a chat message, simply press the “enter/return” key on your keyboard after first clicking

on the Map. This brings up the chat entry field, where you can type a quick message.

You can also display the Chat History Dialog, which shows all the chat messages exchanged so far and has a field so you can enter new ones.



Chat history dialog

ENDING COMBAT

All good things must come to an end, so it is also with combat.

To bring combat to a close, simply click again on the “Begin counting combat rounds” button in the tool bar. You will receive a confirmation dialog (just in case you pressed the button by mistake) and, if you accept it, the “battle bar” will disappear and combat will end.

Until the next time.

SCRIPTING

kLoOge.Werks contains a powerful and flexible scripting language that advanced users can employ to add more dimensions to their games.

While it is beyond the scope of this manual to go into exhaustive detail about the scripting language, there are a few pointers we can give you to get you started. First amongst these is a pointer to the complete scripting documentation, which is included with every distribution of **kLoOge.Werks**. This documentation can be found in the “scripting_docs” folder where you installed the program. Simply load the “index.html” file contained in this folder to see all the methods available to a script.

Another invaluable resource for creating your own scripts are the examples that we include with the program. These are located in the “scripts” folder, which is also located within your installation folder.

These examples illustrate many of the features that scripts can employ while, at the same time, giving you a starting point for creating your own.

CONCLUSION

That should get you started. There are many, many more things that **kLoOge.Werks** does in addition to those outlined here. Explore, experiment, read the “LATEST_CHANGES.HTM” file that is included in every distribution and check our online forum for tips and suggestions.

The forum has users from all over the world who are constantly exploring the bounds of the program and driving its development. They also have a wealth of information for questions you might have.

Oh, and we contribute there, too.



KLUDGE WERKS
THE DIGITAL GAMING TABLE



PLAYER

PLAYER MODE

So, you want to play a game.

Using **kLoOge.Werks** as a player can be quite different from using it as a Game Master. For one thing, what you can and can't do is up to the Game Master. For another, what you see is not necessarily what's really there.

Still, using **kLoOge.Werks** as a player allows you to breeze through combat and easily maintain your character sheet so you can focus on the story that your Game Master is telling.

With this in mind, here are the activities that you will most likely be using on a very regular basis.

CONNECTING TO A GAME

In order to play a game, you have to be a part of the game. To become a part of a game you must establish a connection to a Game Master.

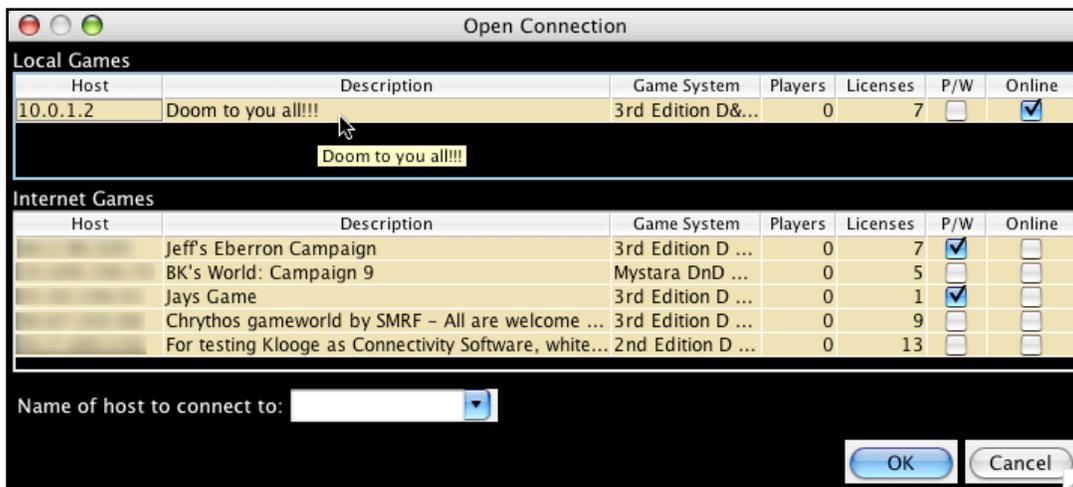
kLoOge.Werks supports LAN and Internet play, but the two are essentially the same from the program's perspective.

If you click on the "Connect to a master" button in the tool bar or select "File→Connect" from the menu you will be presented with the "Open Connection" dialog.

The top half of this dialog displays any games that are being run on your local LAN. The bottom half displays games that are being published on the Internet.



Connect to Master button



Connect to Master dialog

Below these tables is an editable drop-down list where you can manually enter the IP address of the server that you would like to connect to.

If the game you want to connect to is not local and not being published, then you will need to know your Game Master's IP address in order to connect to him. Keep in mind that **kLoOge.Werks** does not connect through any "public servers" — a communication channel is established between you and the Game Master only. We at kLoOge.inc are not involved at all.

If the game you want to connect to appears in one of the tables, simply double-click on its line to connect. Otherwise, enter the IP address and click on the "OK" button.

The connection will be attempted and, so long as there is a valid path between your computer and the Game Master's computer, you will join the game.

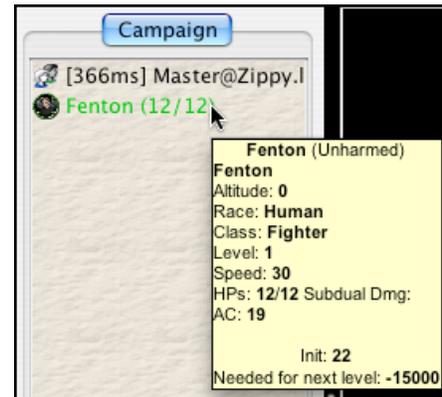
Congratulations! You're in the game.

CENTERING ON AN ICON

As soon as you connect you will see a list of PC Icons appear in your campaign tree. You may also see other clients that are connected and other things that the GM has made available. Additionally, a greeting may be displayed, if the Game Master has set one up.

What you do from here depends on a number of factors. The Game Master may send you the current map, or you can double-click on an Icon in the campaign tree or Icon Toolbar. Double-clicking on an Icon centers the Map on that Icon. If the Icon is on a Map that is different from the one that you are currently looking at (or you are not looking at a Map at all), then the Map will be retrieved.

If the Icon can't be centered on for some reason, you will be told so.



Client campaign tree

CLIENT PARTICIPATION



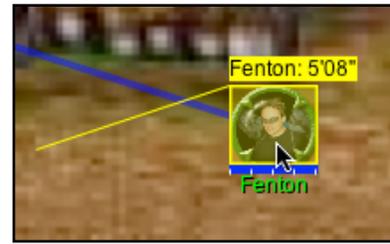
Client participation tool bar button

Notice the “Client participation” icon in the tool bar. If this icon appears selected, then you have been given the power to do some things by the Game Master. If it doesn't appear selected, then your participation has been severely curtailed. You can still roll dice for friendly Icons and edit friendly Icon character sheets, but you won't be able to move Icons or a host of other things.

You can petition your Game Master to enable client participation, but the final decision is up to him.

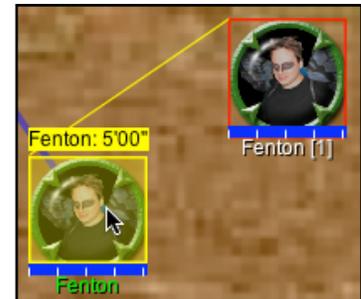
MOVING ICONS

Assuming that you've convinced your Game Master to give you this power, you move Icons by dragging them. Press the left-mouse button on an Icon and then move the pointer (without releasing the mouse button). If you are able to move the Icon, it will move.



Moving an Icon

Depending on your Game Master's settings, either the Icon will simply move, or a "phantom" icon will be left behind (indicating where the Icon started at).



Moving with confirm client move set by the Master

TARGETING

You'll want to target icon's during combat and other times to direct attacks, damage or healing at a particular opponent.



Targeting an Icon

There are two basic ways to target. The first requires that you select the Icon that will be doing the targeting, then press and hold the control/alt key. A targeting line will be drawn between the center of the Icon and your mouse pointer. Move the mouse (while still holding the control/al key) over another Icon and click. The Icon that you clicked on will now be targeted by the other Icon. To remove a target, simply follow the same procedure — click on an Icon that's already targeted and the target will be removed.

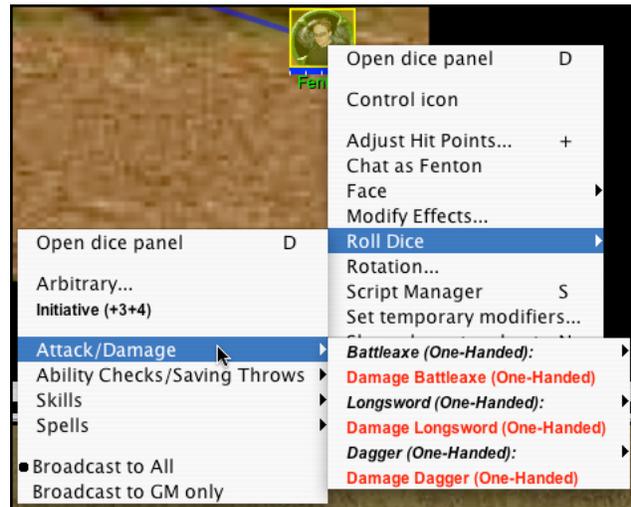
The other procedure doesn't require the keyboard. Simply right-click on an Icon and select "Target" from the popup menu. The rest is the same, except that you can end the targeting mode by clicking on an empty area of the map or pressing the "Esc" key.

ROLLING DICE

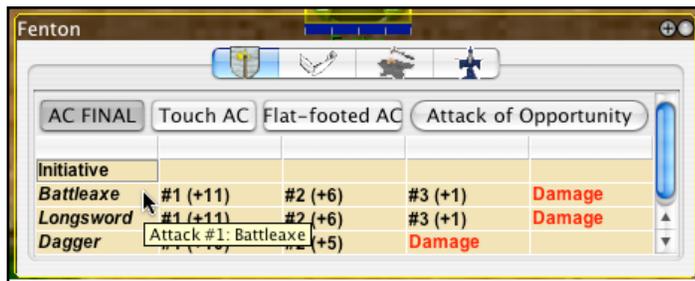
To roll you can right-click on an Icon and go to the “Roll Dice” item of the popup menu. This item contains sub-menus for each dice category that the game system has defined.

Navigating these menus, though, can be a little tricky when you have Icons with lots of things to roll for. A generally better way to roll dice is with an Icon’s Dice Panel.

Double-click on an Icon that’s on a map, or select “Open dice panel” from the Icon’s popup menu (by right-clicking on the Icon) or single-click on an Icon in the Icon Toolbar to bring up that Icon’s Dice Panel.



Icon’s roll dice menu



Dice panel

The Dice Panel contains a lot of useful controls above and beyond just rolling dice. You can adjust the Icon’s hit points (if the Game Master allows) and toggle the display of its character sheet, for example, by expanding the Panel with the  button.

At the bottom of the panel are tabs for each dice category. These tabs are populated by information drawn from the Icon’s character sheet. To roll, simply click on a row of the table.

Attacks are a little special, since many game systems allow for multiple rolls, so you click on the “#1,” “#2,” etc. instead of the weapon’s name to make an attack roll.

That’s all there is to it, really. If you select multiple Icons and then roll, the program will make the roll for everyone that is selected (provided they all have an expression for the roll you’re making, that is).

Experiment, roll a few times. You can select multiple icons by holding down the shift key when you click on them.

THE ICON TOOLBAR

The Icon Toolbar is a very important tool for quickly accessing Icons. By default, it is docked along the bottom of the program's window. You can, however, undock it, which places it in a floating window that you can toggle on or off with the grave key ("`").



Icon Toolbar (undocked)

Initially the Icon Toolbar contains all the PC Icons that are in the campaign, but you are free to add or remove Icons from the Toolbar at any time. To add an Icon to the Toolbar, simply drag it from the Map or the campaign tree.

Dragging an Icon from the Map requires that you hold down the shift key as you begin dragging (in order to inform the program that you are beginning a drag operation instead of simply wanting to move the Icon).

When the mouse enters the Toolbar, the Toolbar will be outlined with a yellow border, indicating that it is ready to accept the drop, as illustrated in the image below. When you see this, let go of the mouse button and the Icon will be added to the Toolbar.



Adding an Icon to the Icon Toolbar

You might want to add important NPC Icons to the Toolbar so you have fast access to them.

To remove an Icon from the Toolbar, simply hover your mouse over it briefly and press the "Backspace" or "Delete" key. The Icon will immediately be removed from the Toolbar.

The Icon Toolbar is useful in a number of ways. You can toggle an Icon's Dice Panel simply by clicking on it once in the Toolbar, for instance.

You can also center on the Icon by double-clicking on it in the Toolbar (if the Icon happens to be on a different Map, then that Map will be loaded automatically).

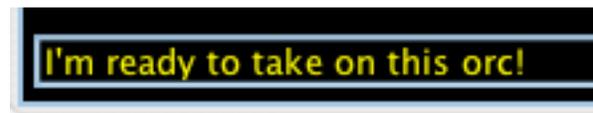
You also have access to the Icon's popup menu, exactly as if you right-clicked on the Icon on a Map or in the campaign tree.

Finally, Icons in the Toolbar are sorted according to their relative health. The more injuries an Icon has suffered, the further to the left it will appear. This is a proportional calculation, so the most injured, based on their total number of "hit points," will always appear to the left of less injured Icons. Of course, if you add a hostile NPC to your Toolbar, you will not see its relative health unless the GM allows you to.

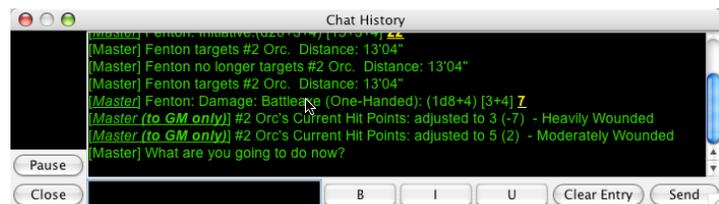
CHATTING

Sending and receiving chat messages is very important to the flow of the game, especially when you are playing over the Internet.

To send a chat message, simply press the "enter" key on your keyboard after first clicking on the map. This brings up the chat entry field, where you can type a quick message.



Chat entry field



Chat history dialog

You can also display the Chat History Dialog by selecting the "View→Chat history" menu, which shows all the chat messages exchanged so far and has a field so you can enter new ones.

ADVANCING INITIATIVE

If your Game Master has enabled it, you can press the orange button in the "battle bar" to advance the initiative. This only works when the initiative is on a friendly Icon and no one else



Advance initiative button on the "battle bar"

is controlling that Icon.

CONCLUSION

Go out and play a few games! The only way to really learn how the software works is to use it in a real game situation.

Be sure to check out our website forums for running games and hints about using the program.

Remember that even without a license, you are still able to join other people's games. Simply locate a game that has licenses available and connect to it. Be nice, of course, and remember that you are borrowing a license that someone else has paid for. Do not be rude and, whenever possible, check with the GM before joining his game. It is, after all, the civilized thing to do.