

Wizard apprentice Lya

Hi,

I'm Lya Tovits. I've been accepted by the Normund university of magic. It's time for me to master my mystical powers and become a great wizard. I heard, the University teaches a wide variety of spells; tutors put strong emphasis on wise spell use, environment observation and alteration. So not only will I become very powerful but also very smart!

Controls:

- * Arrow keys to move. **F4** to toggle fullscreen on/off.

Do you really have to tell them this?

- * Mouse button to cast spell. The spell travels to the clicked target and no further.

- * Mouse wheel to switch left spell; hold **Ctrl + rotate wheel** to switch right spell.

Hey, I'm supposed to learn that in a well crafted tutorial!

Are you packed yet?

Is development done yet?

...

Interface:



The spells:

- 🔥 Fire: burns grass and wood, deals 1 damage
- 💣 Magic missile: quick cast, deals 1 damage
- ❄️ Ice: creates ice or snow, deals 1 damage
- 💜 Ethereal missile: slow cast, deals 2 damages

Folders

Wizard apprentice Lya runs on Windows and Linux. The game has 3 folders:

- Common: contains graphics, musics... Don't delete this folder!
- Linux: contains Linux binary and its dependencies. Windows users can delete this folder.
- Windows: contains Windows binary and its dependencies. Linux users can delete this folder.

This game stores all its data in the current folder and sub-folders. It will not store data anywhere-else, not even in Windows registry.

Linux start up

To play Wizard apprentice Lya:

- In your file manager, browse to the directory you unpacked the game in
- Open the sub-directory "Linux"
- Double-click **Lya.sh** and chose Execute

OR do these 3 steps

- Start a new terminal (usually with "**Ctrl**" + "**Alt**" + "**T**")
- Change directory into the Linux directory of Wizard apprentice Lya (type "cd" followed by Lya.sh folder path. It could be as simple as "**cd /home/XXXXXX/Documents/Lya/Linux**". Make sure the path Wizard apprentice Lya was extracted to only contains ASCII characters and no space.)
- Run the following command
./Lya.sh

If the procedure above fails:

- Set the permissions of "Lya" and "Lya.sh" to give anyone the permission to view, change and execute
- Restart the procedure above

Windows start up

To play Wizard apprentice Lya:

- In Windows Explorer, browse to the directory you unpacked the game in
- Open the sub-directory "Windows"
- Double-click **Lya.exe**

When you double-click on Lya.exe, if a window briefly pops up then disappears, you can solve the issue by adjusting the "Compatibility mode".

To run Wizard apprentice Lya in Compatibility mode:

- In Windows Explorer, right-click on Lya.exe and go to "Properties"
- Select the tab "Compatibility"
- Check the box "Run this program in compatibility mode for"
- Choose an earlier version of Windows. Anything from Windows XP to Windows 8 should work.
- Click OK and double-click **Lya.exe**

If running Wizard apprentice Lya in compatibility mode doesn't work, you can start the game manually from the command prompt.

To start Wizard apprentice Lya from the command prompt:

- Press "**Windows key**" + "**R**"
- Type "**cmd**" followed by Enter
- Type "cd " followed by Lya.exe folder path. It could be as simple as "**cd C:\Lya\Windows**". Make sure the path Wizard apprentice Lya was extracted to only contains ASCII characters and no space.
- Type "**Lya.exe**" followed by Enter

Credits

Programing

FlyingJester <https://rpgmaker.net/users/FlyingJester/>
Irog <https://rpgmaker.net/users/Irog/>

Graphics

Jakoo56 <https://rpgmaker.net/users/Jakoo56/>

Tool library

SDL2 <http://libsdl.org>

Graphic and sound resources

avgvsta <http://opengameart.org/users/avgvsta>
Bertram <http://opengameart.org/users/bertram>
Bluecarrot16 <http://opengameart.org/users/bluecarrot16>
Daneeklu <http://opengameart.org/users/daneeklu>
Daniel Cook
HorrorPen <http://opengameart.org/users/horrorpen>
Hyptosis <http://opengameart.org/users/hyptosis>
Jetrel <http://opengameart.org/users/jetrel>
nene <http://opengameart.org/users/nene>
qubodup <http://opengameart.org/users/qubodup>
Redshrike <http://opengameart.org/users/redshrike>
Saphy (TMW)
SubspaceAudio <http://opengameart.org/users/subspaceaudio>
TKZ Productions <http://opengameart.org/users/tkz-productions>
Zabin <http://opengameart.org/users/zabin>