

Soaprun Guide



(Screenshot of the Soaprun Community Edition v1010, based on 0432.)

Room title: Currently work-in-progress. Displays ? for now.

Users count: When a user connects to server, the number increases. Number decreases when a user leaves the server by quitting, getting eaten by a demon or burned by a flame, reaching the checkered flag, or being inactive for a long time. The maximum is 30 for this server. Users are unable to connect when the count reaches its maximum.

Current action: Displays what you are doing

Time: Counts up from 0 to 999. Resets to 0 when a new action occurs.

FPS: Frames per second. Optimal is 59.

Delay meter: Wait time before you take control of the game. (Invisible in the Community Edition)


Safe Zone: Demons and Snail cannot get on these tiles, only Soaprunners that are not holding the Shield of Storms.


Soaprunner: A field unit player. Comes in 4 colors that is randomly chosen by the game when connected, however, players can choose the color from the menu by pressing 'Z' key. Select the 'Color' option.


Demons: Field unit NPCs. See the Demons section.

Fallen Soaprunner: Players who got eaten by a Demon or burned by a flame. It's a corpse that can be eaten by a Snail.

Game objects

 **Shade Tiles:** Soaprunners can change the shade of the tile. Tiles without shade will allow Demons and the Snail to cross through while light to dark shades become like Safe Zones. To change the shade, stand on the shade tile, press 'Z' key to open menu and select the 'Draw' option. Find rooms where you can draw a picture for fun!

 **Ghost Sword:** When a Soaprunner obtains it, demons can be slain by simply walking to it but it cannot affect flames. It lures Ghost Soaprunners to you and they will appear when you carry it long enough. Enemy Ghost Soaprunners are only visible to you.


 **Shield of Storms:** When a Soaprunner obtains it, the rain will start falling and the Chase Demon will wake up and start chasing after you! This shield will protect you from all flames. However, you are unable to pass through the Safe Zone or tiles that have been drawn on (shaded).


 **Fierce Crown:** Soaprunner obtains this when it has slain 10 demons with the Ghost Sword. Crowned Soaprunners frighten some demons.


 **Checkered flag:** Goal. Reach this to end the game. Ending depends on the three equipments above.

 **Snail:** If you get next to it, it will wake up and follow you. Don't worry, it is harmless. It can only feed on Fallen Soaprunners.

Demons

 **Closer:** Lives on a black rock or nest that will move when Soaprunners are nearby. It will become a Wuss (turn blue) when this demon has fed on 3 Soaprunners (due to Soap toxicity). Then the next unarmed Soaprunner can safely take it out.

 **Crawl:** Lives on a nest either between walls or an intersection, sometimes in a pair. If you get next to it, it will move and bite you, so be careful.

 **Chase:** Harmless to the touch while it sleeps, but stay away from it during rainy weather. It will wake up and attack nearby if a Soaprunner gets the Shield of Storms.


Hazards

 **Red flame:** Spins around a peg clockwise.

 **Blue flame:** Spins around a peg counter-clockwise.

 **Green flame:** Controls an intersection. Opens horizontally, closes, opens vertically, closes and so on.

 **Purple flame:** Acts as a gate. It will open when Soaprunners that are acting cooperatively to hold down the three purple triggers.

 **Ghost Soaprunner:** Avoid them at all costs. They're only visible to you when you carry the Ghost Sword long enough. Once you are caught, you die and become a playable Ghost Soaprunner which you can go through walls and is visible to all Soaprunners. You can play decoy and trick other live Soaprunners who are trying to reach the goal with the Ghost Sword.