

EXANIMA QUICKSTART GUIDE

MOVEMENT

Hold the right mouse button to move in the direction of the cursor, the distance of the cursor from your character controls whether you walk or run. Also holding Run/Sprint will cause your character to move faster.

Alternatively you can use Forward, Back, Left and Right to move to move while leaving your cursor free to interact with the environment.

INTERACTION

You can move smaller objects near your character by dragging them with the left mouse button. While dragging an object press Forward, Back, Left and Right to rotate it. You can also manipulate certain objects such as doors by dragging on them with the left mouse button. A locked door will not move and play a sound to indicate that it is locked.

Clicking on an object once will bring up a description if available. Clicking the description window again will pin it so that you can open multiple such windows at once. All windows can be closed by right clicking on them.

Some objects can be interacted with by double clicking. This includes containers, keys, switches, consumables etc. If the object can be used on something the cursor will change to a reticle and you must select the target, this can be an item in the world, in a container or inventory or your paperdoll.

COMBAT

What you hit, with what part of your weapon and how hard are all determined by you, these things are what make the difference between ineffectual scrapes and deadly blows. Like in real combat, you should focus on timing and measuring each attack, make every blow count. If you just stumble around and wave your weapon wildly you might get lucky but you won't get very far. Be patient and be precise, this is a highly tactical combat system.

To enter combat mode press Toggle Combat. Once in combat mode your character always turns to face the cursor and the left mouse button will swing your weapon; you may still interact with certain objects by holding Interact.

Simply holding the left mouse button will swing your weapon from right to left and then follow it up with an attack in the opposite direction. You can interrupt your attacks at any time by releasing the button, this allows you to perform feints and quickly block incoming attacks.

You can initiate left to right swings by moving the cursor over your character's left shoulder as you press the mouse button. It is your cursor's position relative to your character as you press the button that determines this, you should do it quickly and then resume aiming your swing. You will find that this motion when done right can greatly increase the power of your attacks.

You can initiate powerful overhead attacks by double clicking and holding the left mouse button. While easily avoided these attacks can deliver deadly head blows and are useful for attacking prone opponents.

While in combat the movement keys will cause your character to take steps in a direction relative to your cursor, by combining cursor movements and different movement keys you can effectively step in any direction. Fast dashes and dodges can be executed in one of two ways depending on the control configuration; in Hold mode a dash is executed when a movement key is held briefly and quick taps result in short steps; in Double Tap mode dashes are executed by double tapping movement keys and holding the keys results in repeated short steps.

Combining dashes and swings and movements of your cursor can produce many different results and put momentum into your character's movements and attacks. These things are instrumental in bypassing your opponent's defences and in delivering powerful blows. You should experiment with the controls to get a feel for what is possible.

Timing also plays a fundamental role in combat. You must learn to attack your opponent when they present you with an opening and their guard is down. Similarly you must be careful to not expose yourself to lethal damage. Your character will always attempt to protect itself from attacks but a successful block requires you to position and turn yourself to intercept the blow and not be performing any other action. Even if you fail to completely block an attack attempting to defend against it will result in taking significantly less damage.

Non player characters are subject to the same exact rules as players and even simulate human reaction times. Your opponents will vary significantly in skill and their combat style, this above all else will determine the challenge you face, human opponents never possess innate statistical advantages.

CAMERA

The camera can be zoomed using the mouse wheel; orbited by holding Orbit Camera and

dragging in a direction; or aligned to the cursor position by pressing Align Camera.

WEAPONS

Weapons carry various values describing their qualities. These properties should not be considered as damage values, a weapon may be very sharp and carry a high slash value but lack the means to effectively deliver cutting power. Above all the physical forces being applied will determine the effectiveness of a blow, the shape of weapon, the distribution of its mass and a character's control over the blow will ultimately determine its effects. All weapons behave very differently, you should try to learn to use different weapons to determine which fit your playstyle best.

WEIGHT

The overall weight of a weapon. Heavier weapons typically deliver blows with greater force but are slower.

BALANCE

How well balanced a weapon is. Better balanced weapons are more responsive allowing attacks to be initiated and recovered from more quickly.

IMPACT

How well a weapon transfers the force of a blow to its target. Top heavy weapons typically feature higher impact values. Impact is primarily a source of non lethal damage but sufficiently large impacts can cause lethal injury. The force a weapon is capable of delivering will influence the effectiveness of other damage types.

SLASH

The sharpness of an edged weapon and its cutting power. Slash damage can be effective even when applied with relatively little force, it can cut and slice as well as chop. It is however easily mitigated by armour.

PIERCE

The piercing potential of a weapon when swung. Piercing damage is particularly effective at exploiting gaps in armour.

CRUSH

The crushing power of a weapon. Crushing weapons are potentially capable of bending the strongest armour and delivering damage through it however rely heavily on a strong force being

applied to the impact.

THRUST

Piercing damage delivered via thrusts. Weapons with sharp points will feature a higher thrust rating, however impact damage may still be delivered with a thrust.

ARMOUR AND APPAREL

Various items of clothing and armour can be worn together and even layered for better protection. Armour will only protect parts of the body it actually covers, if a part of the body that is partially or completely exposed is hit then armour will have a reduced or no effect.

The values on armour should not be directly compared to those on weapons, these are ratings useful for comparing armours against each other only.

IMPACT

How much of the force of an impact the armour can absorb and redistribute. Impact mitigation is effective against all types of contact damage and layering armour is very effective in increasing this protection. Rigid and padded armours typically offer the best impact protection.

SLASH

A rating for protection against slashing damage. Even slight protection can effectively prevent a sharp edge from cutting through.

PIERCE

A rating for protection against piercing damage. Thick and dense armour typically offers the best protection against piercing damage.

CRUSH

A rating for protection against crushing damage. Rigid armours protect best against crushing damage but a very strong blow may still cause the armour to bend or flex and fail to entirely protect the wearer.

COVERAGE

Coverage is a rough estimate of how effectively a piece of armour covers the body part it is worn over compared to an equivalent item.