

Introduction

InMomentum is a game about creative and free movement. The game's goal is simple: to reach the end before anyone else does, or reach it as fast as possible by touching certain points and checkpoint gates. The slogan of the game "It's Your Move!" clearly reflects the mentality behind it.

While most games provide the player with a more in-closed approach to passing through an environment, InMomentum has no such limits. As long as the player is skilled enough and a creative thinker, a level can be played as many different ways as one can imagine.

Understanding the Movement

InMomentum features two types of jumps and running, which can be used in various combinations throughout the game to build up momentum (speed) and to keep it high or at max (300). All of these actions can be combined in a multitude of ways to produce combo actions.

- **Ground Jump (Default Button: Right Click)**

One of the two jumps, the ground jump gives the player a small upwards boost, and a 5 to 10% momentum boost (speed boost) when used continuously. The increase in speed depends on the difficulty settings (Casual 10%, Gamer 7%, Freak 5%). While jumping produces equal acceleration as running, being in the air removes ground friction providing a slightly faster travel - therefore jumping is advised over running in most cases.

Usage:

Looking into a direction and continuously tapping right click as the player reaches the ground produces a chain of Ground Jumps which then provide speed increase and flight boost.

Note:

Stopping for even just a second will reset the players speed however if after jumping the player continues to Run forward, the acceleration will stay and more jumps can be combined into the chain afterwards.

- **Wall Jump / Bounce Jump (Default Button: Left Click)**

One of the two jumps, the Wall/Bounce Jump gives the player a big upwards boost which can be controlled into any direction depending on Skill. Difficulty settings change the amount of upwards boost by a great deal, with Casual giving a large boost, Gamer a medium one, and Freak a very small one.

Usage:

The player needs to be in the air and close to a wall to execute a wall jump. The player can only jump away from the Exact Same wall only twice, and then either needs to touch a horizontal surface or touch a different wall surface to use the wall jump again.

Note:

If the player does not jump away from one surface twice but moves away from the wall, he can still use the second jump as a combo jump in the air to do an Air Boost, resulting in a similar boost as to when the player jumps away from a wall.

- **Running (Default Button: Holding "W" key)**

When the player holds the "W" (forward button) key, he will accelerate while running forwards.

Usage:

Hold forward ("W" key in default) to accelerate.

Note:

Stopping for just a second removes all the speed that has been built up. This can be used in combination with the Ground Jump, because jumping while running forwards does not break the acceleration.

- **Air Control (Default Button: "WASD" and Mouse Look while in the air)**

InMomentum allows the player to steer himself while playing in the air towards any direction he desires using the WASD keys and the mouse. Difficulty changes the effectiveness of Air Control, with Casual providing nearly 100% control, Gamer 60% and Freak only providing 35% of air control.

Usage:

While in the air, look use your mouse to control your view and WASD to steer yourself in the air.

Note:

Air control can be used well in combination with wall jumps and air jumps to move through the air more effectively.

- **Fast Land (Default Button: Holding "ALT" key)**

The player can increase his downwards acceleration when necessary.

Usage:

While in the air, hold ALT to land faster.

Note:

Faster landing can be helpful when the player has jumped too high or too far and needs to hit a certain platform. Faster Land uses Suit Energy.

- **Slow Motion (Default Button: Holding "SHIFT" key) SINGLEPLAYER ONLY**

The player can slow down time in Singleplayer while holding down the Shift Key.

Usage:

Anytime during a singleplayer game, the player can press and hold Shift to slow down time.

Note:

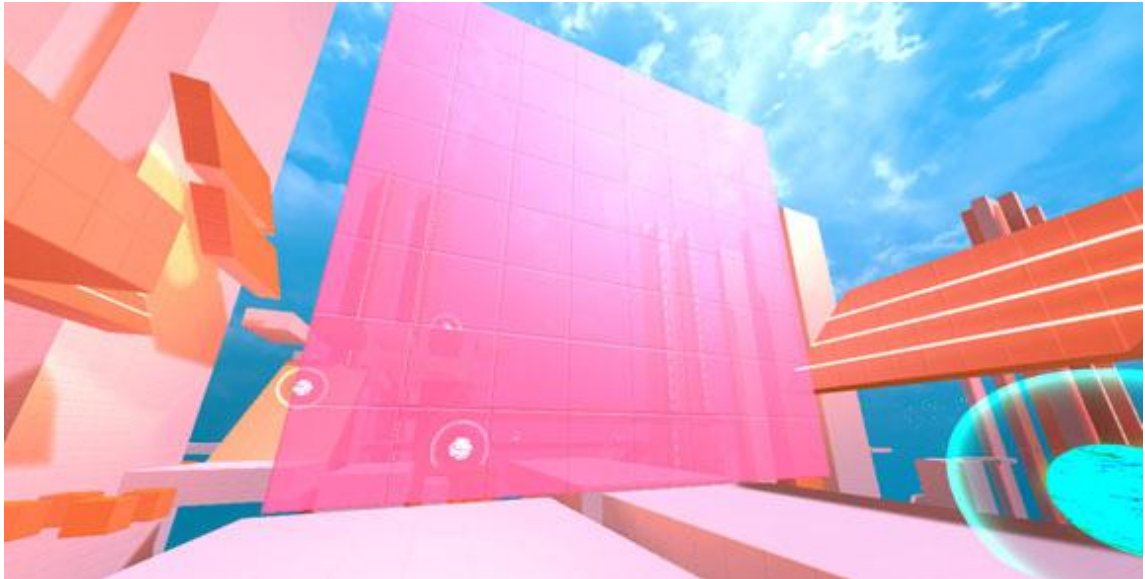
Slow Motion is a great ability in singleplayer for perfecting certain jumps. It does not slow down the player, instead it slows down how time passes by giving more time for the player to decide on his actions. Slow Motion uses Suit Energy.

Playing a Level

The environment in InMomentum is specifically tailored for creative movement. Some levels are more horizontal while others more vertical, and there are levels that are even blends between the two.

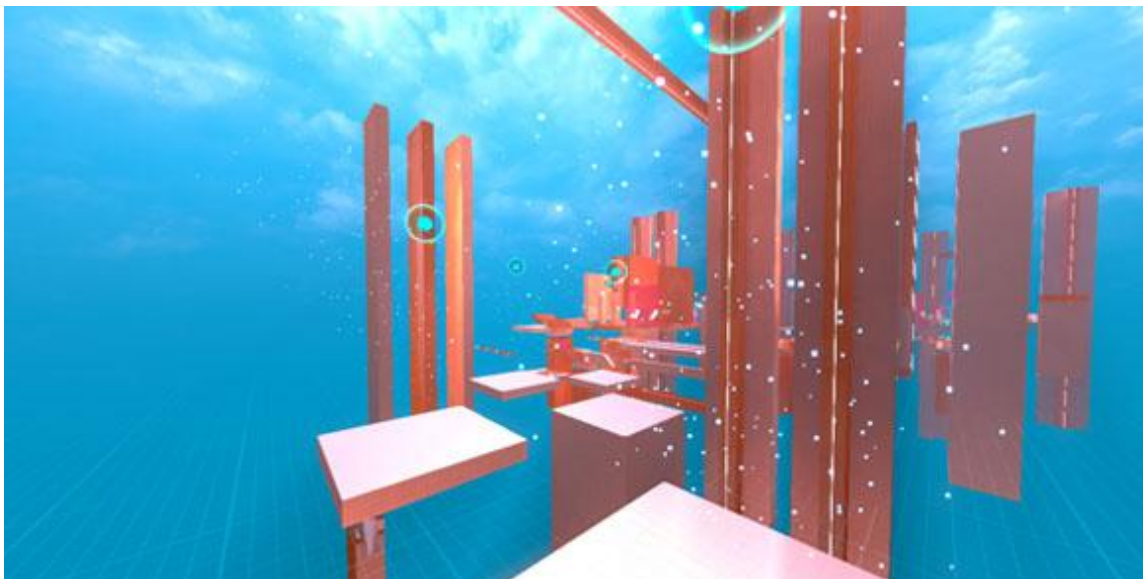
- **Blocker Gates**

Blocker gates are blocking the most effective route through the game. While they can be jumped over or ran around, shooting the nearby switch to remove them is the best option. The blocker gates are always marked with a dotted pattern and the corresponding switch pulses with various colors and is located nearby. Shooting it with the weapon (Default key "Space") will remove the 'gate' and provide passage.



- **Low Gravity Zones**

In some maps, lower gravity areas are present. In these zones the player can jump very high or very far if combined properly with air control. The low gravity areas are recognizable by the upwards flying, glowing special effects.

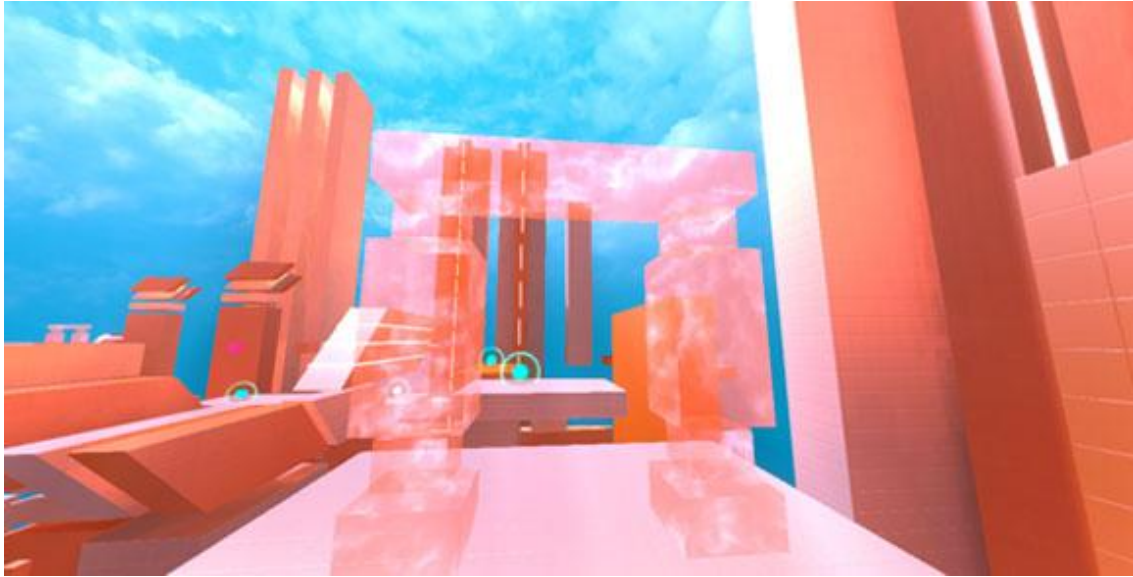


- **Checkpoints**

In each level, checkpoints can be found. An inactive checkpoint is Red Colored, and an active one is Green. Activating a checkpoint will note the respawn point of the player if he/she falls down or uses the Reset Button (Default key "i").

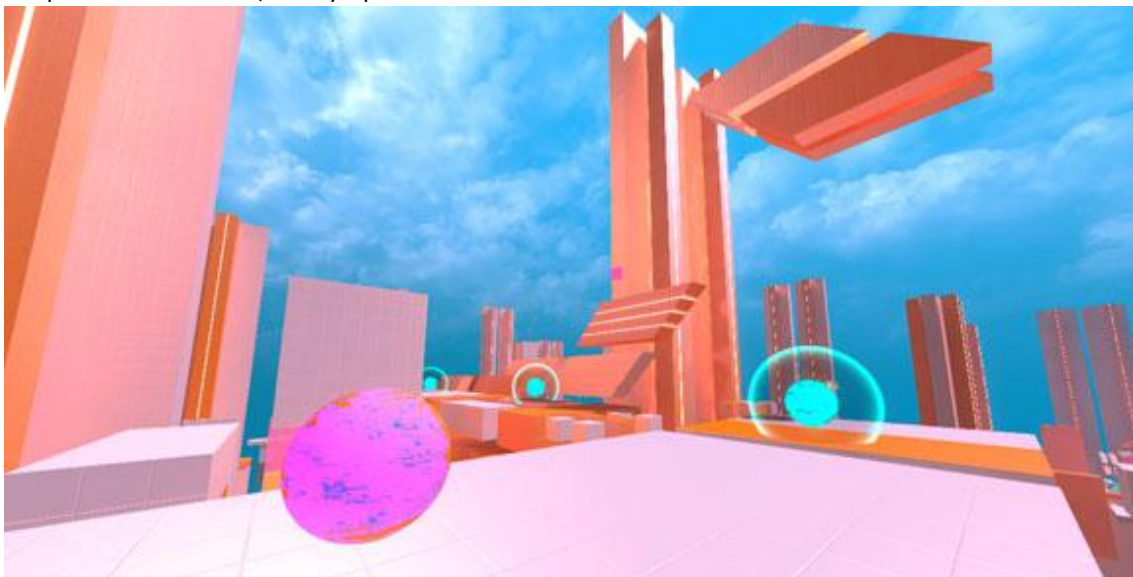
Note:

The little arrow around the Crosshair always points towards the next checkpoint to pick up. The checkpoints need to be passed in the correct order to fully pass a level. Skipping a checkpoint will make the next one stay inactive even if the player passes through it.



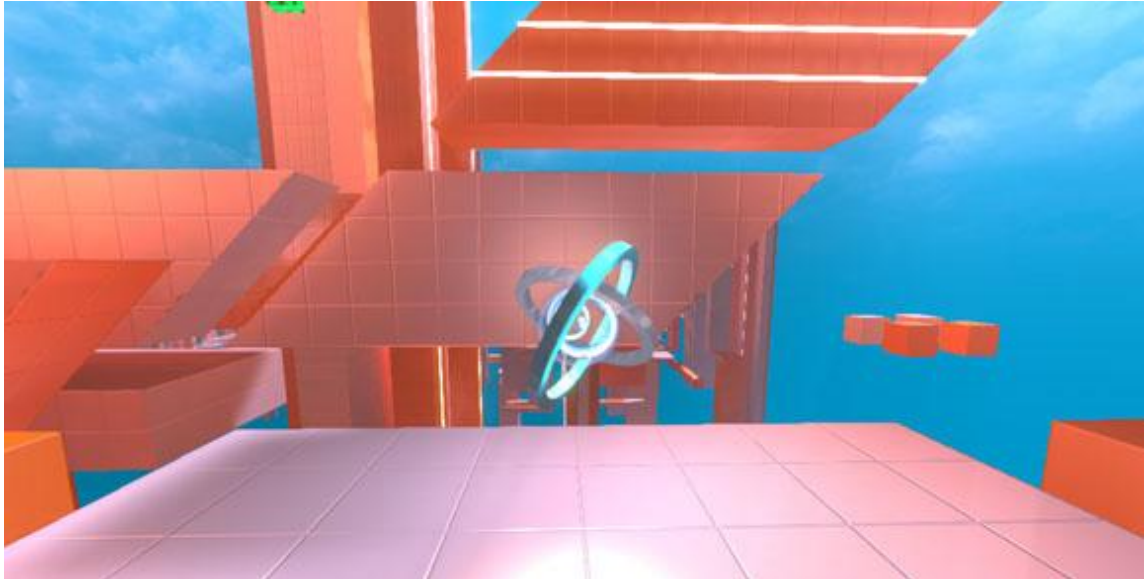
- **Data Spheres**

In Sphere Hunt mode, the player can deactivate Data Spheres in each level. These points are resembled as a glowing sphere and need to be touched in order to be deactivated. They are bright blue colored in active state and turn to magenta and lose their shield once deactivated. Each deactivation of these reduce the end-time of the Time Trial gamemode by 0.5 second, giving a better end score. To finish a level in Sphere Hunt mode, every sphere needs to be deactivated.



- **Powerups**

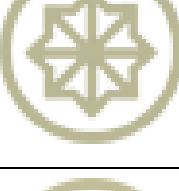
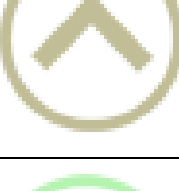
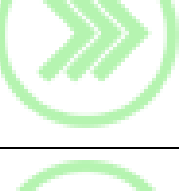
In Race Mode, instead of the Data Spheres, Powerups are spawned. In each level, only 50% of the Data Sphere amount is spawned. So if a level in Sphere Hunt gamemode has 50 Data Spheres, only 25 Powerups will spawn. They can be recognized as a glowing orb with two spinning circles around it. While they are active, the circles will spin and the orb will be in the middle. When picked up, the circles will stop spinning and it will stop glowing. The powerups respawn after a short period of time after they have been picked up.



Using the Powerups

Powerups in InMomentum have a different usage than in general racing games. Similarly to cart-type games, in InMomentum, the powerups that are picked up, are not immediately used, but stored for the player for any-time use.

The player can only carry with himself two powerups that are bound to Powerup 1 and Powerup 2 keys (Default "Q" and "E" buttons). Until one of them are used, the player cannot pick up another powerup. Once one of the two is used, he/she can pick up another powerup which will be then stored into the appropriate empty slot.

	Name: Speedsplit Type: Curse Rate: 15% <i>The Speedsplit powerup reduces the speed of every other player to half of it's current value when the powerup is used.</i>
	Name: Freeze Type: Curse Rate: 5% <i>The Freeze powerup freezes every other player in the match for 3 seconds, rendering them unable to move and resetting their speed to 0.</i>
	Name: Poison Type: Curse Rate: 10% <i>The Poison powerup reduces the acceleration of every other player by 400% for 10 seconds.</i>
	Name: Blink Type: Utility Rate: 20% <i>The Blink powerup allows the player to teleport a short direction to where he/she is looking. Cannot teleport into solid objects.</i>
	Name: World Slow Type: Utility Rate: 10% <i>The World Slow powerup slows down time to half for every player in the match for 8 seconds.</i>
	Name: Megajump Type: Utility Rate: 15% <i>The Megajump powerup gives a one-time boost to your next Ground Jump once activated. Expires after 10 seconds if not used.</i>
	Name: Acceleration Type: Booster Rate: 5% <i>The Acceleration powerup increases the players acceleration by 400% for 3 seconds. The most powerful booster powerup.</i>
	Name: Speed Type: Booster Rate: 10% <i>The Speed powerup gives a fixed bonus to the players speed. Cannot increase above the max speed.</i>

Gamemodes

- **Sphere Hunt (Singleplayer)**

The Sphere Hunt gamemode's goal is to finish the level as quickly as possible while deactivating every single Data Sphere within the set zone. The deactivation order of the Data Spheres is not important as long as each one of them is deactivated.

The level cannot be completed and the final checkpoint cannot be activated until each of the spheres has been "deactivated".

- **Time Trial (Singleplayer)**

In Time Trial gamemode, the goal is to finish the level as quickly as possible. While there are Data Spheres present in the this gamemode as well, they do not need to be deactivated in order to finish a level.

While the data spheres are not vital to be picked up, if the player picks them up he will get his time reduced by 0.5 on each deactivation, and get a better score.

- **Race (Multiplayer)**

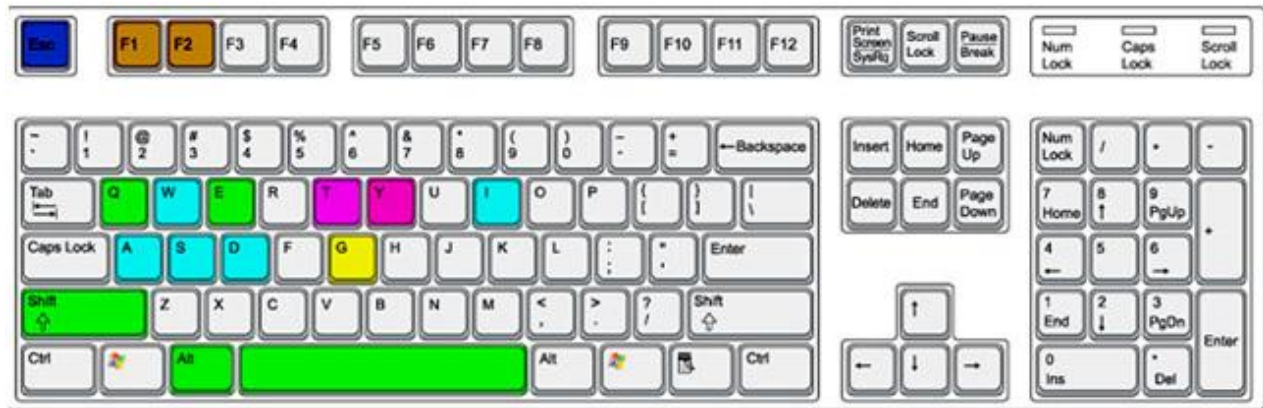
In Race mode, multiple players compete to see who can finish all the laps first.

Laps and Powerups are present in Race mode, giving a longer period of play and an additional twist to gameplay through powerups. See Powerups section for more information on them.

- **Pure Race (Multiplayer)**

The Pure Race gamemode is very similar to the Race gamemode with the exception that it does not contain powerups. The goal is to be as fast as possible.

Default Control Scheme



Movement:

W	- Move Forward
S	- Move Backward
A	- Strafe Left
D	- Strafe Right
Left Click	- Wall Jump
Right Click	- Ground Jump

Actions:

SpaceBar	- Fire
Left Shift	- Slow Motion (Only in Singleplayer)
Left Alt	- Land Faster
Q	- User Left Powerup (Only in Multiplayer)
E	- Use Right Powerup (Only in Multiplayer)
I	- Reset Player
P	- Pause Game (Only in Singleplayer)
T	- Talk
Y	- Team Talk

Other:

- G** - Toggle 3rd / 1st Person View
- Escape**- Quick Menu
- F1** - Console
- F2** - Quick Console/Talk

Hosting a Game

You can host an InMomentum server to play together with your friends. Usually you just need to go to:

Multiplayer > Host Game *specify the settings for the game and press* **Start Host**

The game starts and will be listened within the Server Browser. Players can join your game while the lobby is active and the race hasn't started yet.

Hosting requires a Static IP.

If your computer is behind a router or firewall you need to make sure to forward the following Ports:

Port	Protocol
7777-7778	UDP
7787	UDP
13000	UDP
27900	UDP
49152-49168	UDP

NOTE: The range of the last port specifies also the maximum on players which can join your game. The maximum number of players per server is 16 so you usually want to use this range.

How to forward these port is described within the documentation of your router or firewall software.

A general approach would be:

1. Open up the set-up page of your router. You can do this by entering the internal IP-Address of your router into a web browser. (If you don't know the internal IP-Address you can look it up by using windows command prompt.)
2. Click start and find the **Run** command. Type **cmd** and hit enter.
3. Within the command prompt type **ipconfig** and hit enter. You should get several network details. The IP-Address under Default Gateway is your internal IP-Address.
4. When opening the set up page of your router you usually need to authenticate with your user data.
5. After that you should find a settings section where you can set forwarding ports. This is different for every router.
6. Make sure to forward incoming ports to the same outgoing ports. If you need detailed information about port forwarding for your router you can look it up in the web. A good website is <http://portforward.com>. Just choose your router from the list.

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