Tiani Manual

This game will assign a left and right controller on start. When the game begins please be sure to have the right controller in the right hand and left in the left hand so that it does not attempt to auto assign. Make sure to keep track of the 2x2 space that you are in, otherwise your spells may misfire if you are out of camera view.

Movement

The right controller trigger is depressed and held for movement in either walk or fly mode. Tiani is an Air walker and makes no noise when she moves. I never liked the idea of sound without legs.

Ready Sword

Tap the right track pad several times to activate your sword. Tap again to deactivate.The sword has no physics, but then most enemies are ethereal and have little or no body mass. There is a timer on the sword so that it has to be moved in and out instead of just leaving it in one place for damage. Sword damage raises a few levels as you explore the world and defeat enemies.

Spells/magic scrolls

The spells in Tiani are all of the magic scrolls that our hero is protecting from the evil lord, Zaine. There are four scrolls in total.

Blackfire: This is the first spell it is also the easiest to use. This spell has the unique ability to bounce off of most anything in the world and still deliver damage. This spell, like all spells, has the ability to cancel out the enemy's spell if hit. It also gains power over time (levels), so you may consider going back to it at some point.

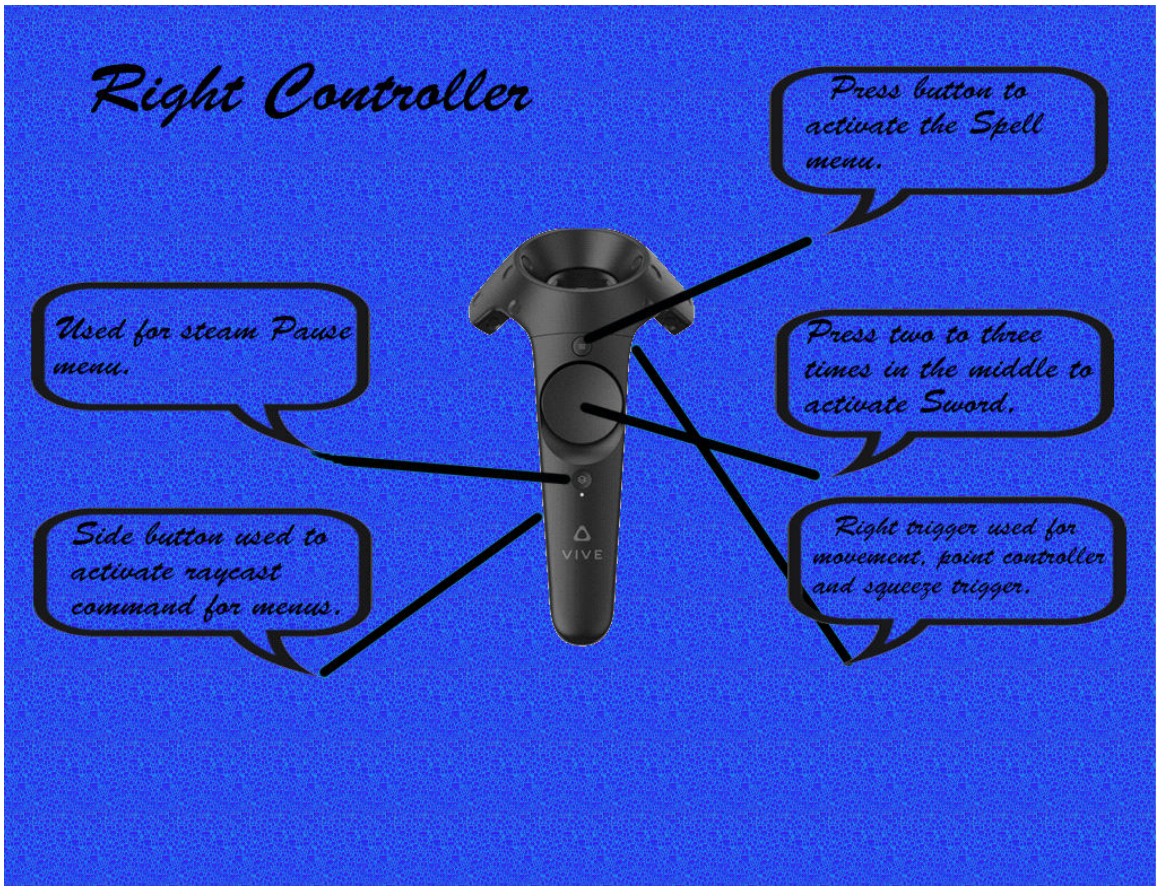
Thunderstrike: This spell gives you the ability to control lightning in very short bursts. It is slightly more powerful than Blackfire but slower and range is slightly limmited. This spell gains power over the different areas.

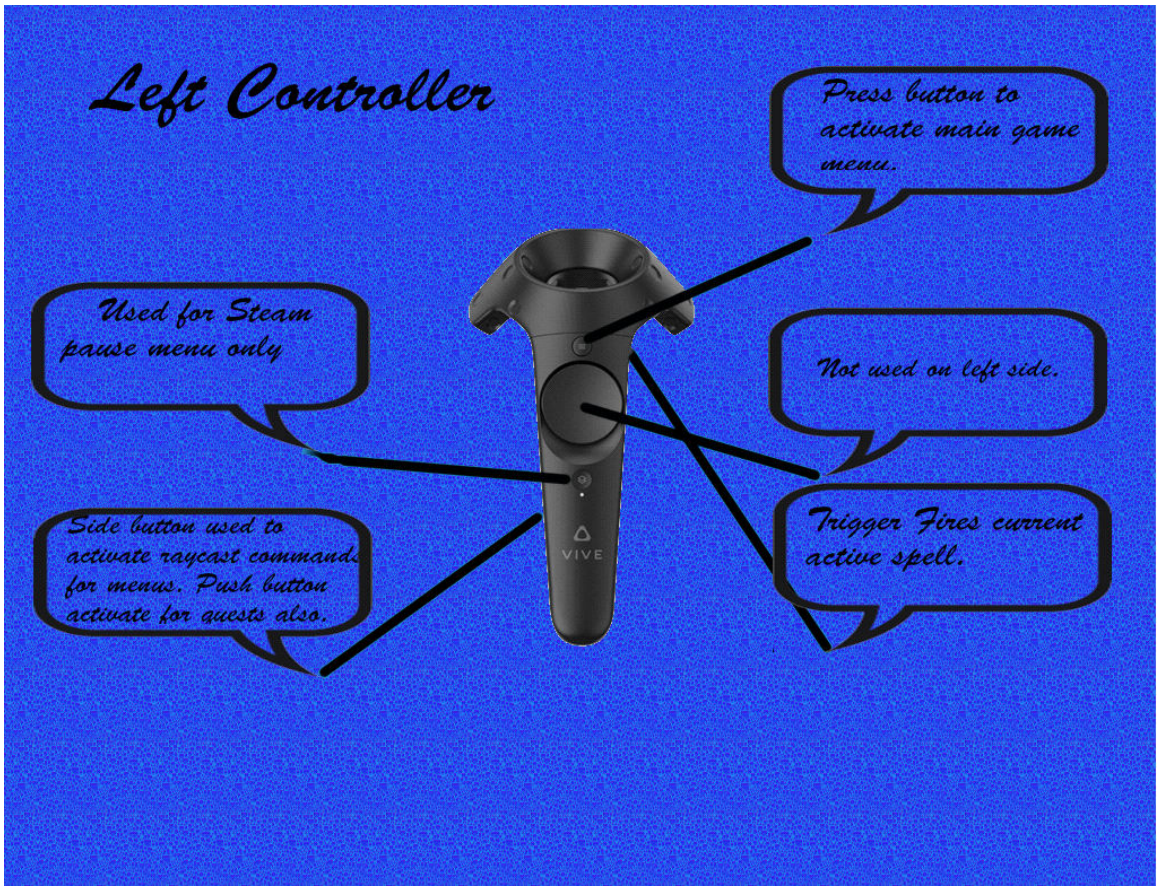
IceSpike: This is the most powerful spell that you can get in Tiani, it has one weakness. Icespike has less force than most spells due to its heavy Ice nature. This makes it slightly more difficult to aim as your missile is affected by gravity. This spell also gains power as you travel.

Firewings: This is the last spell that the player will earn and is granted by Dundra for your help. This spell is activated by the Right trigger or, MOVE button. After defeating the Volcano area bosses you are granted this spell. This enables you to fly and at much greater speeds than your ground movement would allow. Can cannot fall from any distance with this spell which is auto enabled.

Spell/Activation

You may ready a spell (once it is earned) with the spell menu. Tap the right menu or top button on the controller to bring up the spell menu. Once there, plunge your left hand into the scroll that you wish to activate and click the left grip button. You will hear your spell activate. You should feel your controller throb lightly if you are touching a scroll. To activate, just click the grip button.


Right Controller
Press button to activate the Spell menu.
Used for steam Pause menu.
Press two to three times in the middle to activate Sword.
Side button used to activate raycast command for menus.
Right trigger used for movement, point controller and squeeze trigger.
VIVE



Quest System.

There is a Tiani quest panel that will open any time that you are within range of a quest provider. In Tiani there are 3 different quest providers. Let's meet them now.

Alphita: She will provide with quests and tips throughout the world. Alphita is the voice that you hear in your head. She is the ghost of your sister who is here to help you through your journey.

Dundra: He is an eldar Islander who is accomplished in magic and the ways of the world. His part of the story takes place in the Fire area.

Lamar: Lamar is an eldar Islander, his part of the story takes place in the spider cave.

Quest panel.

When you come within range of a quest provider, the quest panel will automatically activate. To receive the quest use the left controller, line the ray up with the panel response, and click the side grip button to execute. The panel will disappear and you now have the quest. To check, you can run back up to the quest provider and they will ask if you are done yet. Quest status saves even in death. Once you have completed the quest an alert panel will inform you. You do not have to return to the provider unless you just want to check. In some areas you must complete certain steps like killing a boss or stepping on a plate to open the way forward. And in some areas, the state of your quest is the way forward.

Quest Objects.

Mushrooms. Found in cave.

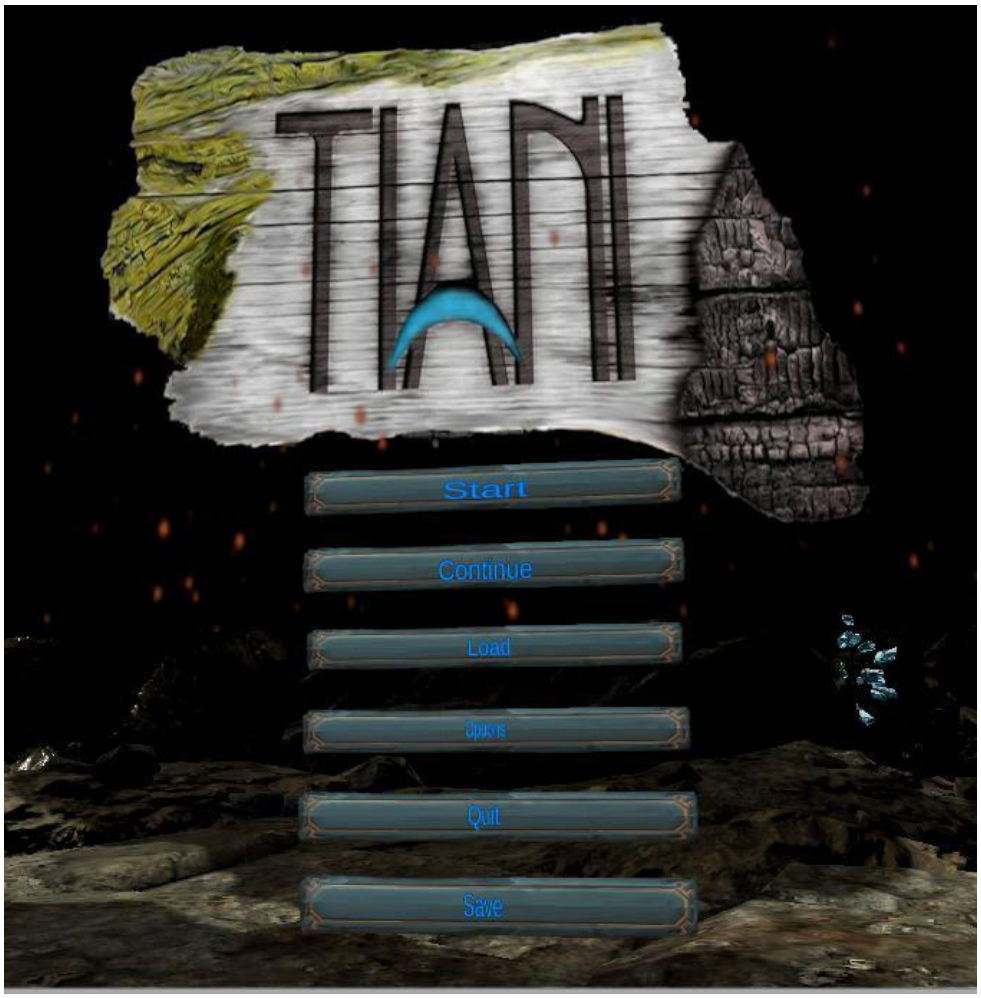
Soul Pillars or collecters. Found in the South Island area.

Shamen Totems. Found in the North island area.

Salvage Crates. Found in the the Fire area.

Menus.

Game menu.



Spell menu.



Save system. In Tiani you may save your game at any time in any place other than in combat. When you choose to save your game, select "save" from your game menu, line it up with the ray, then click your left grip button to execute. You will see a saved game message appear. To access that saved game, go to "load". This will bring up a submenu and your saved game will be at the top. Select the saved game with your ray and click the left grip button to open the saved game. Tiani only has one save slot open at this time but it may be saved over and over again to that spot.

Mushrooms: There are three types of mushrooms in Tiani. The first and most important is the healing mushroom. This mushrooms heals from 25-100 hit points. The second type is poisen and deals 25 damage. The third type is the quest mushroom found in the cave.

Healing. Quest and Poisen.







Tips. If you cannot find quest items you will find that I use the light to help you find your way in Tiani. If your sword does not appear in the first 3-4 taps just tap it repeatedly at a slow pace. When changing spells, actually place your hand in the menu gem icon then press side grip to ready spell. You will hear the spell type readied. You can use cover but the AI will get you surrouded, keep moving if possible, this applies to Bosses also. Spells can be shot at AI spells which are aimed at the player. If you hit the spell both will explode at that spot.

Notes.

I hope that you have fun playing Tiani. It was made to be an old-school rpg and

give you the opportunity to travel to other worlds unlike our own - a chance to be an epic hero who stands against an ancient evil that would enslave or destroy the last of your race.