

PC
GAME

Air Love Engine

Manual + Strategy Guide

Applies to these
versions:



itch.io



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After purchasing AirLoveEngine on Steam go to your Steam library and click on "Install" on "AirLoveEngine", and that's it!



Windows:

- 1.Unzip the file
- 2.Double click on "AirLoveEngine.exe"
- 3.Begin Playing
- 4.(Bonus) Right click on "AirLoveEngine.exe" and click "Create Shortcut"

Linux:

- 1.Unzip the file
- 2.Double click "AirLoveEngine.x86_64"
- 3.Begin playing

MacOS:

- 1.Unzip the file
- 2.Open Your Terminal
- 3.Type in "sudo chmpd +x"
- 4.Open finder
- 5.Right click on "AirLoveEngineMacOSBuild.app"
- 6.click "Show package contents"
- 7.Double click "Contents"
- 8.Drag "AirLoveEngine" into the terminal next to "sudo chmpd"
- 9.Type your password, then click enter
- 10.Open "AirLoveEngine" in the contents folder
- 11.Begin playing

Controls:

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Keyboard and Mouse Controls:



Move- W, A, S & D

Look- Mouse

Jump- Spacebar

Run- Left Shift

Interact- Left
Click

Zoom in/out-
Mouse Scroll
Wheel

Pause- Escape

Controller Controls:



Move- Left
Joystick

Look- Right
Joystick

Jump- A

Run- Left
Joystick Down

Interact- Right
Trigger

Zoom in/out-
Left and Right
Shoulder Buttons

Pause- Menu
Button

**Note: AirLoveEngine
currently only supports
Xbox controllers**



Move- left track pad

Turn- right track pad

Jump- right trigger



Interact/Grab- left & right grip

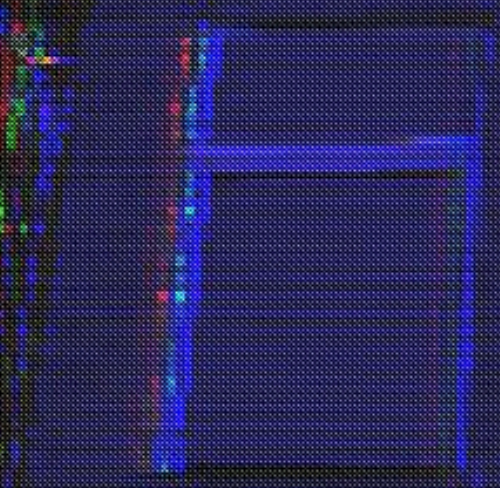
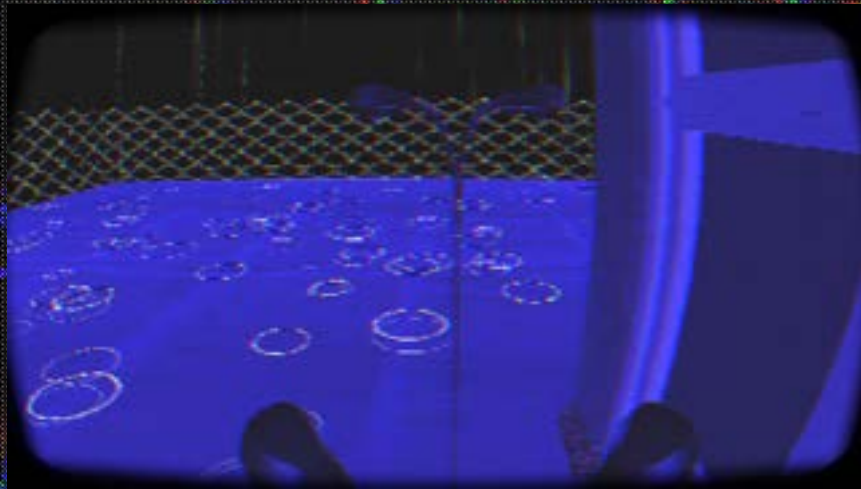
Pause- left menu button

Note: AirLoveEngine was only tested with the original HTC Vive VR headset, controls may vary on Meta and Valve headsets

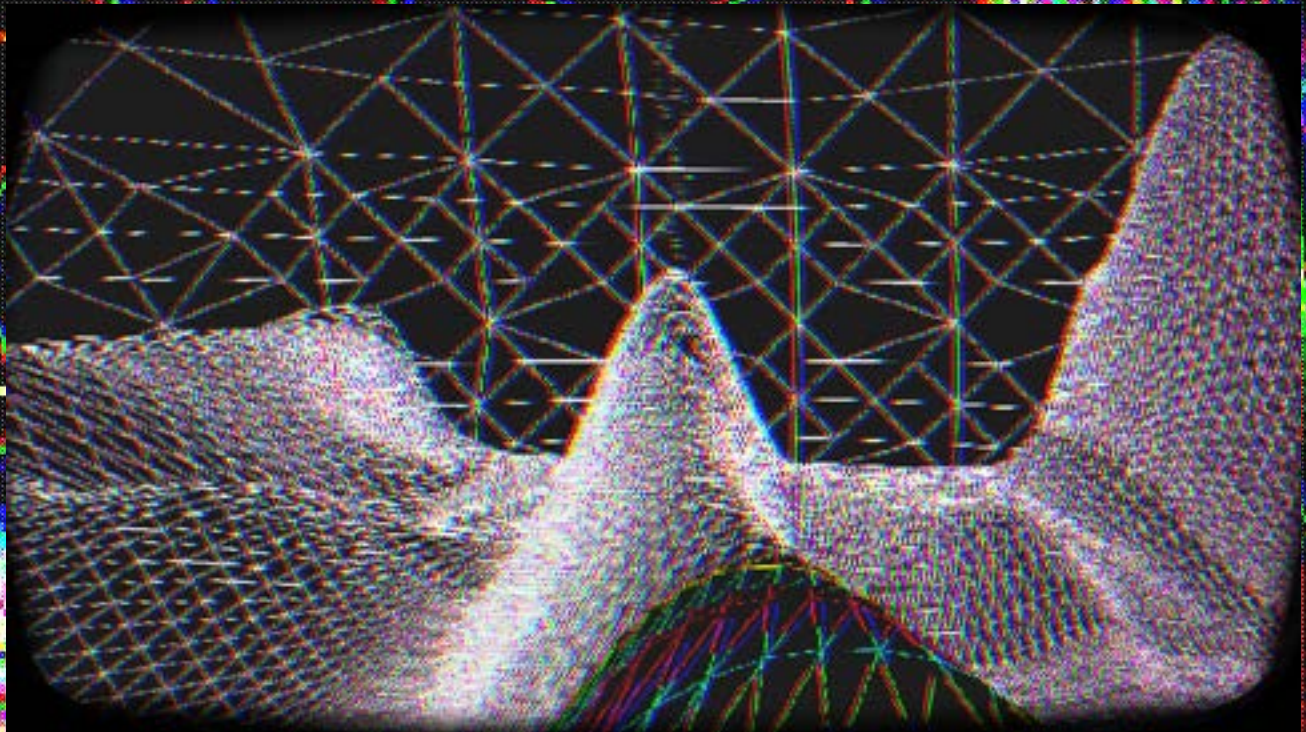
Note: VR Mode only supported on Windows devices



This is the 1st level of the game, in order to progress, the player must jump on the chrome objects to reach the finish cube. Additionally a secret level can be found in this environment south east of the spawn point, touch the glitched object to enter the secret level



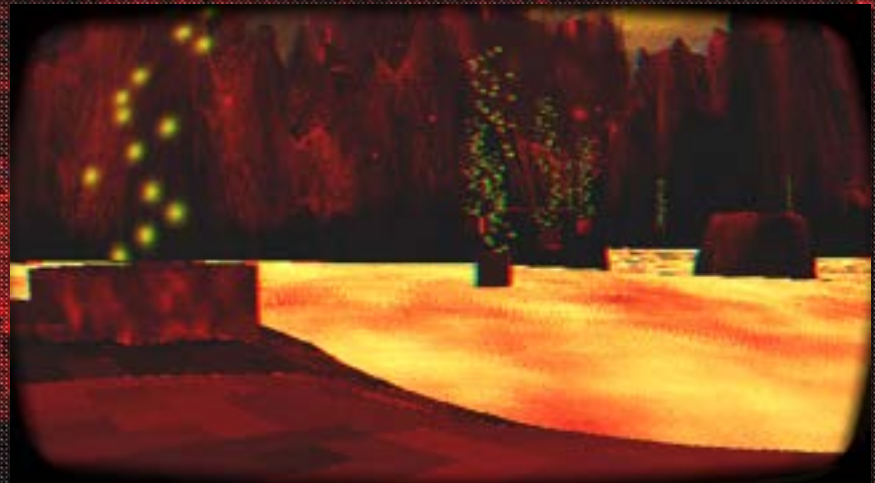
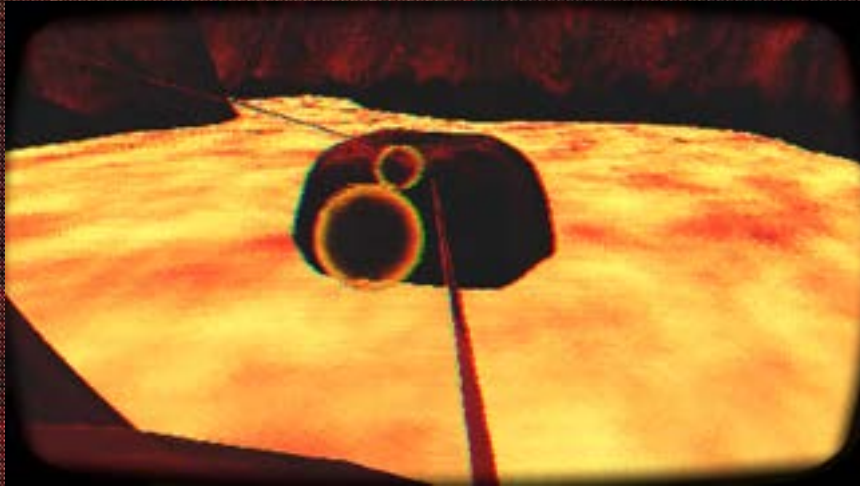
The 2nd level of the game has the same concept as the first, instead of chrome objects, the player must jump on the street lights to get on top of the building to reach the finish cube. Additionally there is a Easter egg on this level, the numbers "1122024" is a date: 1/12/2024 which is the date AirLoveEngine started development, it is also a code for a cut level in the Museum menu (more information on page 29)



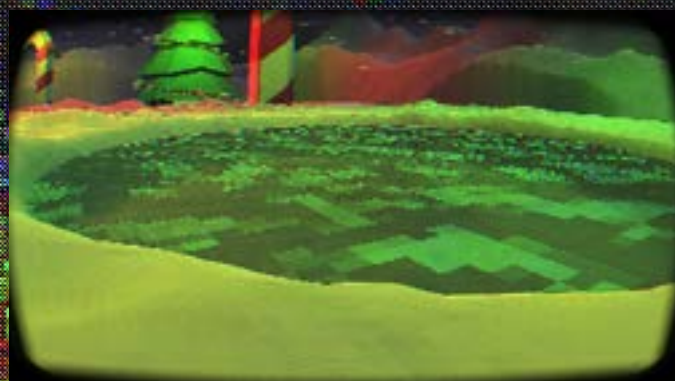
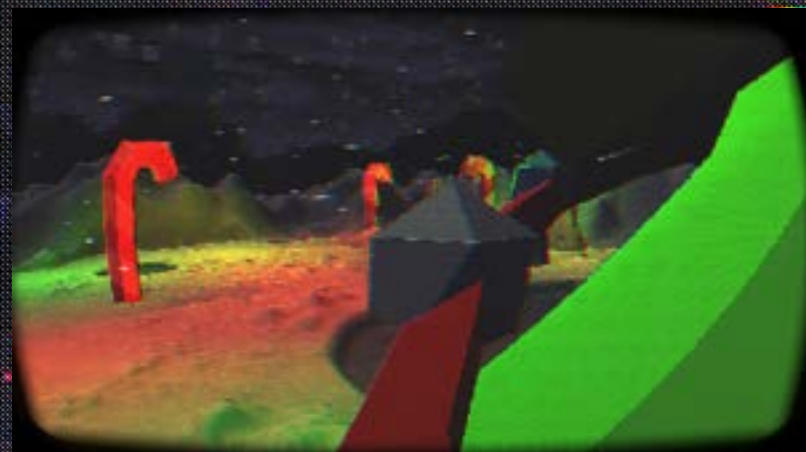
—The 3rd level has 1 main objective...RUN!!! The player needs to run north (forward) of where they spawned otherwise the void circles will reset the player in the level, upon running north the player can notice particles in the distance, that is where the finish cube will be to progress to the next level

Level: Final Inferno

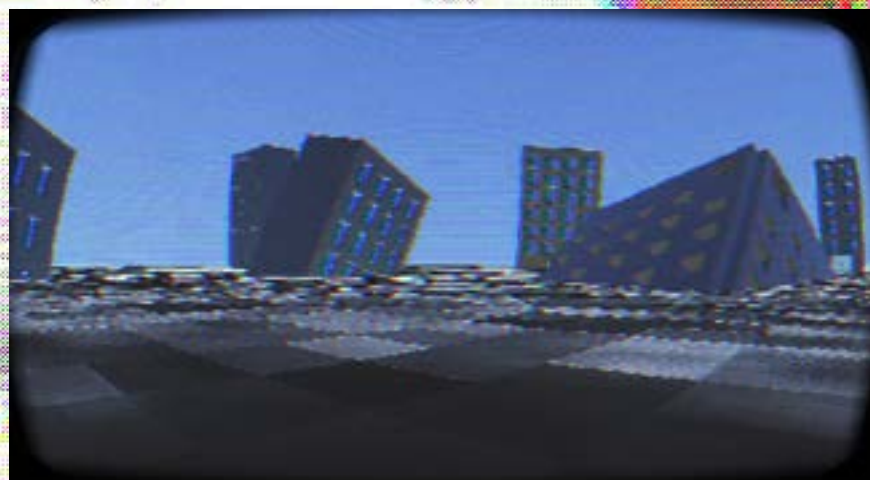
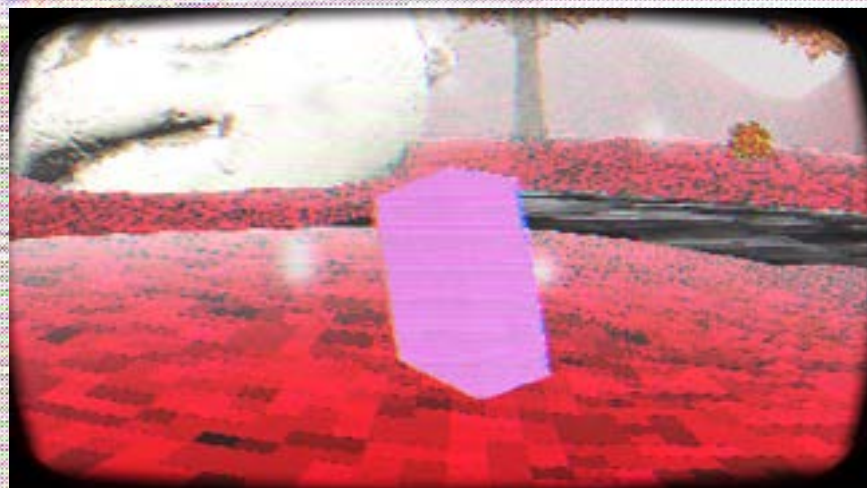
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The 4th level includes various platforming mechanics, first the player will need to walk or run across narrow structures, be careful as there are fire orbs on the first structure that can knock you off, after walking along these structures, the player will need to go onto the bounce pads or super jump (super jumping only available in VR mode) until they reach the top of the volcano where the finish cube is located



The 5th level has the player jumping on Christmas ornaments all the way until they reach the star on the Christmas tree where the finish cube is located. Additionally there is a secret level hidden in the small pool of water to the player's right, the player can then jump into the water and will be teleported to the secret level.



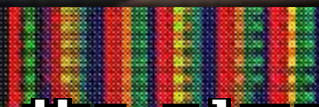
The 6th level doesn't have an objective other than to touch the finish cube, however a secret level can be entered if the player touches the black water near the dolls head. The secret level will intentionally crash the game.



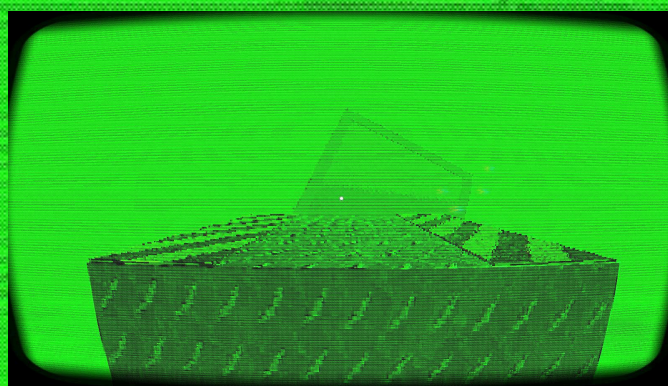
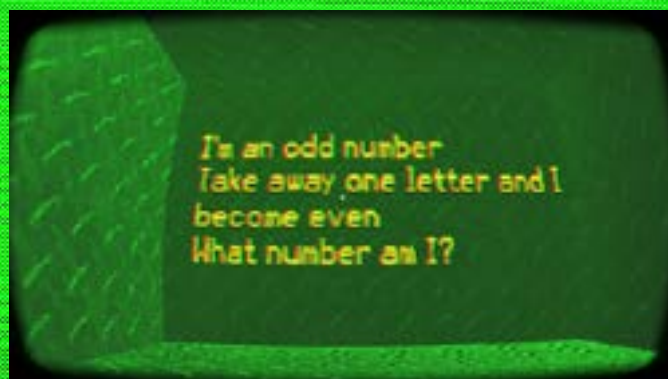
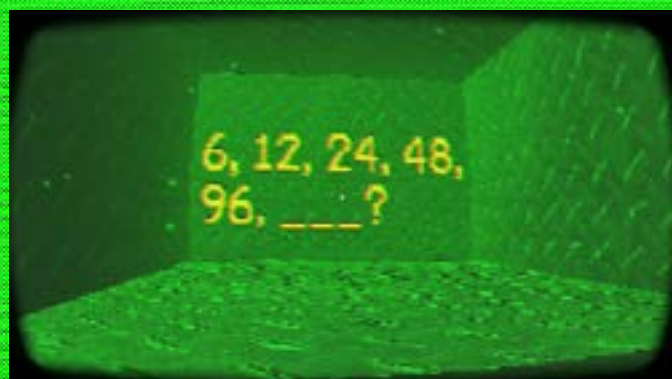
The 7th level features a giant spider that the player must avoid, the player can do this effectively by running to their left against the hill and spamming the jump button to get enough momentum to jump high and land on top of the mushrooms in the middle of the cage. The player will then be safe there and can jump down to the finish cube to progress.

Level: Blood Threads

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The 8th level has the player navigating a maze like hospital. The player must find the finish cube before the timer runs out. The player can find the finish cube by going forward out of the spawn room, taking a left at the end of the hall then taking a right. If the player runs out of time, they will be teleported to a bedroom. in this bedroom the player must jump onto the shelf where the TV is at, then jump from the TV to the closet drawer, then jump out the map, the player will then be in a convenience store where a finish cube can be found in the backroom which will trigger the Blind Comfort Ending



The 9th level includes a puzzle mechanic. There are 2 riddles that the player will have to figure out in order to obtain the full key code, after the player enters the right key code the door will open where the player can jump inside of a moving cube where the finish cube is located.

Key code answer: 1927

Level: Blue Hour

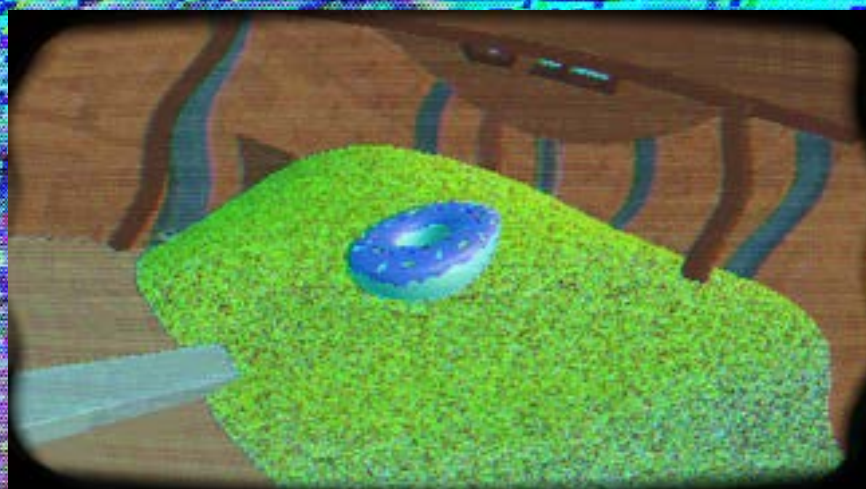
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The 10th level doesn't have an objective other than to go home to the 2nd floor where the bedroom is as the finish cube will be there. The player will need to head west from the spawn point and keep moving forward where they will see a basketball hoop where the player can shoot baskets at. The house will be the last one to the left of the basketball hoop with an open door

Level: Ocean Proof

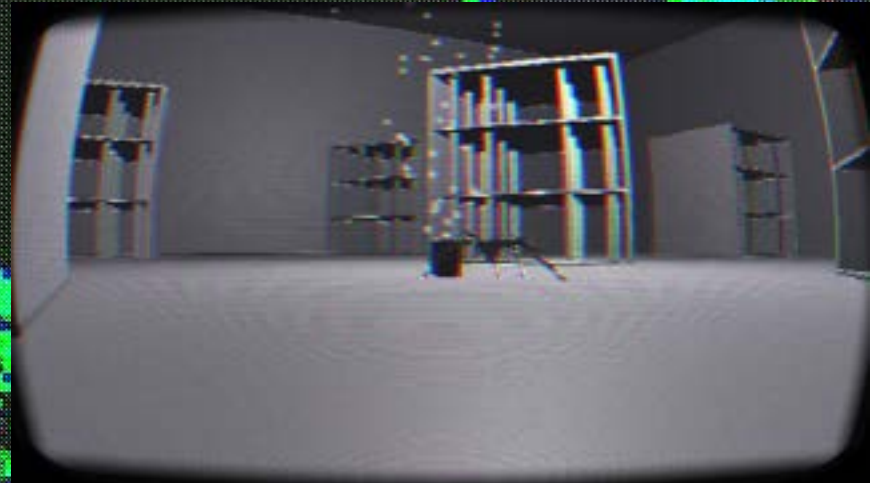
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The 11th level has the player underwater. The player will need to enter the pirate ship to the bottom level where they can obtain a donut that they need to put inside the purple bowl. Upon placing the donut in the bowl a finish cube will spawn next to the bowl. However if the player drops the donut through the floor...out of the map...Fee Fee will eat the player...

Level: Autumn Street

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The 12th level is Halloween themed, the player must choose the correct cube to progress through the level, one cube moves you to the next level while the other moves you to another level that has a black goo-like mimic creature. The right cube is the cube that will progress the player while the left is the trick one

Level: Aftermath



The 13th level doesn't have an objective, the player may walk forward until they see a car where the finish cube will be at

Level: The Back Roads

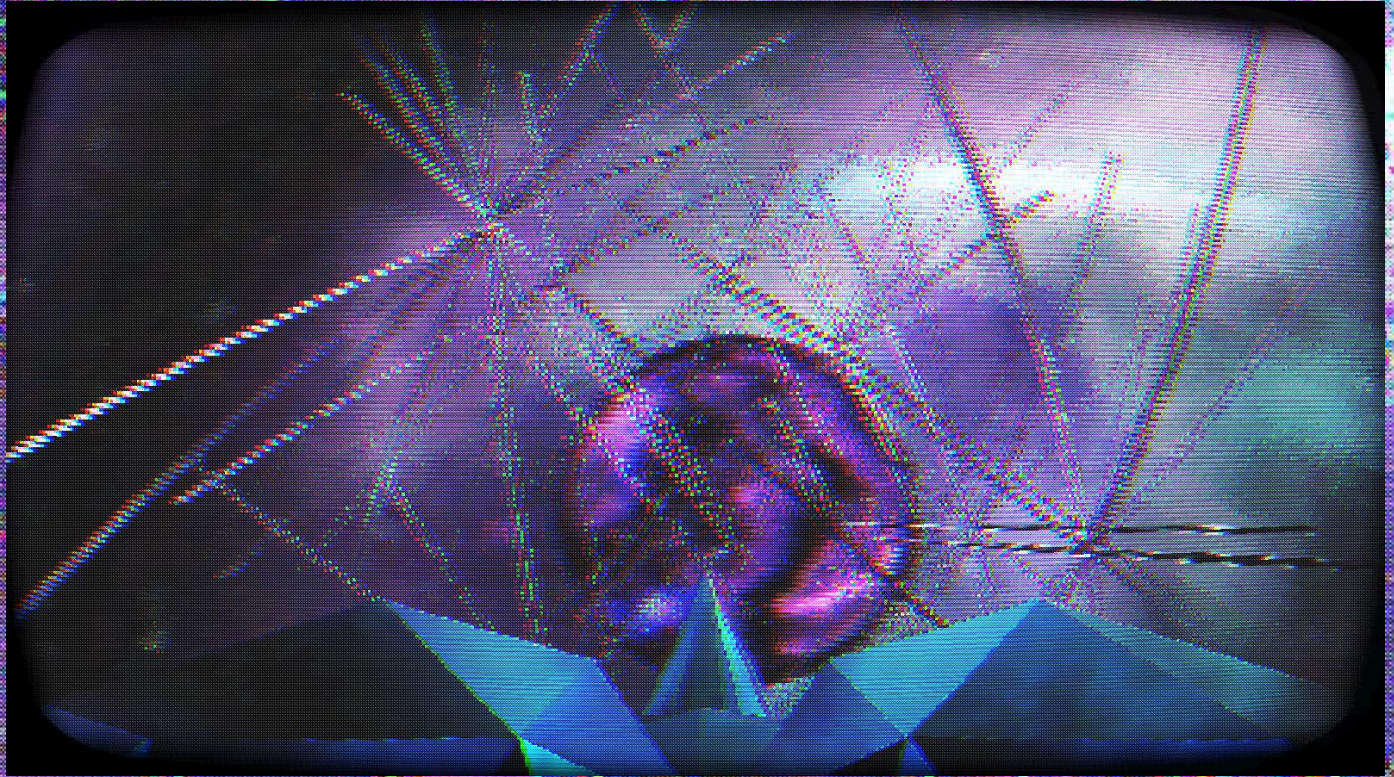
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The 14th level has no objective,
the player may go forward until
they see the finish cube

Level: Cosmic Downpour

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The 15th level has the player controlling a starship. The player will have to dodge the spikes while trying to reach the finish planet



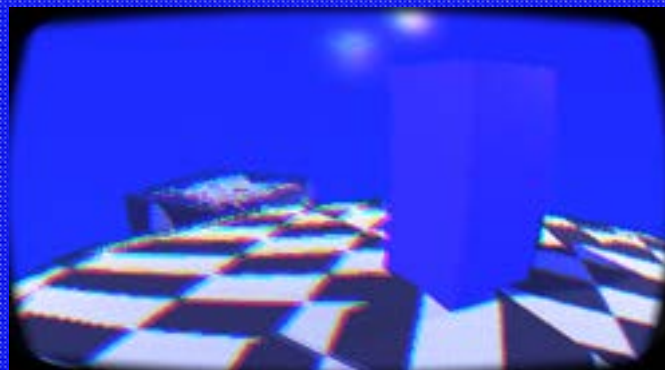
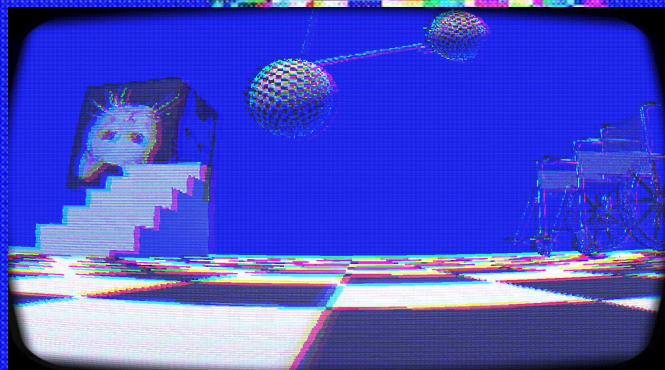
The 16th level has the player dodging skeletons that will attack the player if too close. The player will need to go north until they see a tunnel in the ground, when the player enters this tunnel they will head north until they see the finish cube.



The 17th level -
- . - / . - . - . / . - . - .
. - . - . - . - . - . / . - . - .
- . - - . - .

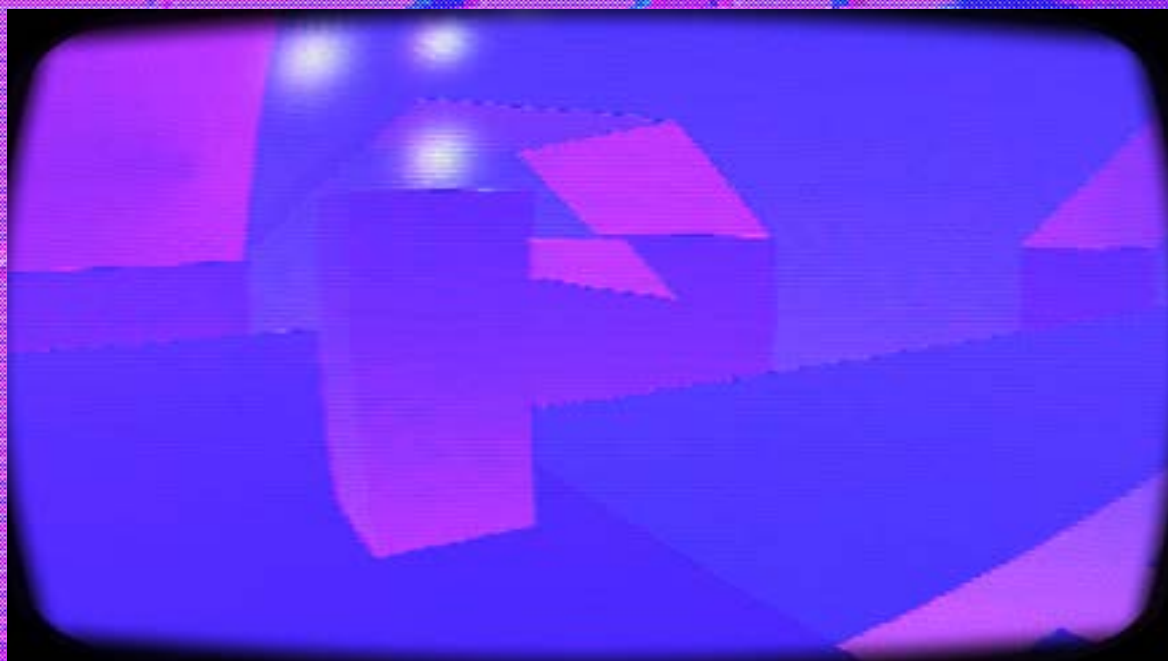
Level: Aesthetic

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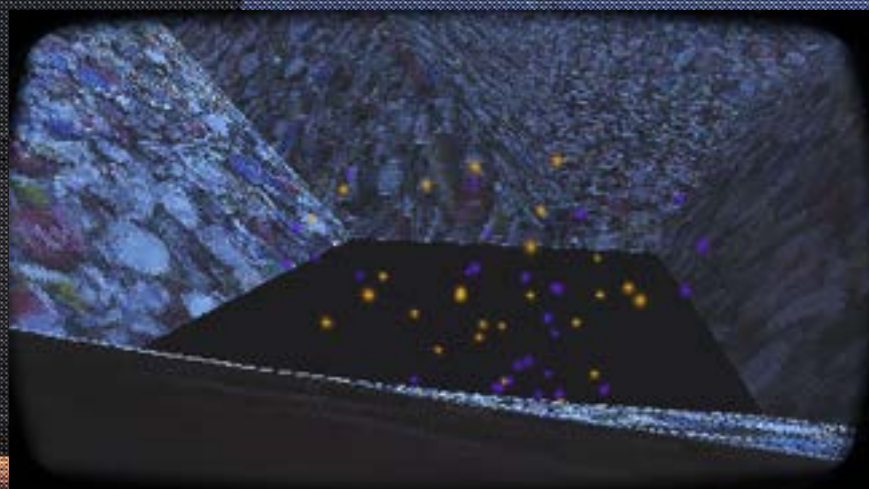
The 18th level has the player doing basic platforming while having distorted vision. the player must go on top of the cube in front of them, the cube will then levitate up where the player can jump off from onto the sphere and traverse through the level until they reach the finish cube on top of the last sphere.

Additionally there is a secret level, once the floating cube comes down the player can go underneath it and it will push the player through the floor



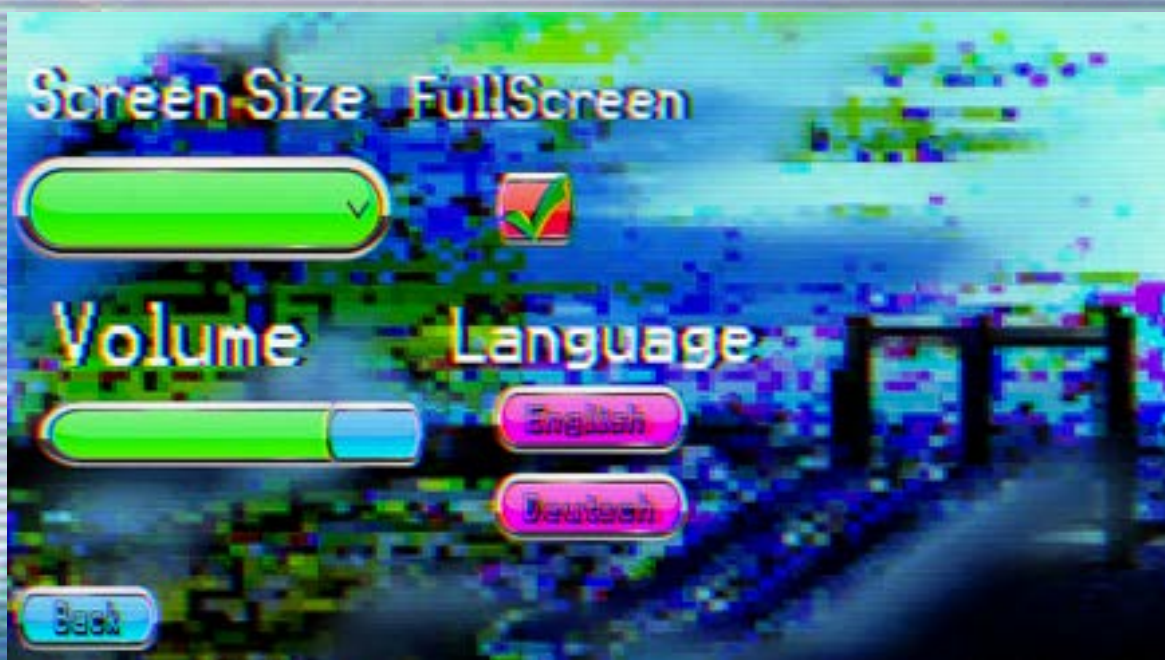
The 19th level is unique as there are multiple paths the player can take to reach the finish cube, the player must traverse up through bounce pads or by super jumping (super jumping only available in VR mode) to reach the finish cube

- / . - . - . .



The 20th level is the last main level in the game. The player will choose how the game ends, touch the table with the gun to the left to get one ending. Go out of the storage building and underneath the building and fall into the hole for another ending. Which will you choose?

Settings:



The Player can choose to switch their settings by going to the 2nd tv screen and clicking "Options". The player can choose to change their screen size, full screen toggle, volume, and languages

AirLoveEngine
currently only
supports English and
German

Soundtrack:



The Player can access the soundtrack menu through navigating to the 3rd screen in the main menu. Here you can listen to the complete soundtrack composed by both Henry Tahvonen and Brecken Edwards

Museum:



The museum menu can be accessed by the player through the 3rd screen in the main menu. the museum includes the development biography for AirLoveEngine, cut levels, cut content, cut music, and a bonus level!

Bonus Level: The Following

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In the bonus level, the player plays as the spider from the level "Terrarium". The player must crawl down the pipe and into the yellow-fogged room, the player must eat 5 maggots hidden throughout the map, after the player has eaten all maggots the player can climb up the 2nd pipe as the wall will be gone. when the player crawls up the 2nd pipe there will be a finish cube triggering a ending

(cut):

This is a cut level, as mentioned on page 6 the easter egg code found behind the building on the level "2 A.M" is "1122024" type this into the keypad and it will unlock the door where a figure in the hall will speak some dialogue, this was part of a cut story line during early development.

Thank You!!!



Thank you so much for purchasing AirLoveEngine whether you bought it on Steam or through Itch.io as a solo game developer (with the help of some friends) it means a lot that you decided to support my childhood dream of developing and releasing a video game for the world to play. This video game is very personal as it is based off real dreams I have had in my life. I hope this video game can be enjoyed or even help inspire others to create their own! Your generosity means everything to me, so thank you!



Made with Passion, Shared for your
Enjoyment

Manual + Strategy Guide created by:
Brecken Edwards

