



Intro

Hi, Glad to see you decided to read the manual. Due to a short development time, the game doesn't have much of the modern things you would expect from a modern game, namely, tutorials. This manual covers the basics of Specter Solace, why "Specter Solace"? It just sounds right.

This game doesn't have the setting options you would typically have on other games. Which is why this manual exists. The game resolution follows your Window's resolution setting, but the game looks best on 1080p, a bit retro while being clean to look at. Nevertheless, the lower your resolution gets the more retro it becomes. Restart game for the resolution change to take place .

KeyBind Movement:

Forwards : **W**
Backwards : **S**
Left : **A**
Right : **D**
Run : **LeftShift** (Just hold it down while moving in any direction)

KeyBind Movement Addition:

Jump : **Space** (You can **hold** Space to bunny hop)
Crouch : **C** (Crouching mid air will make you fall faster)

KeyBind Actions:

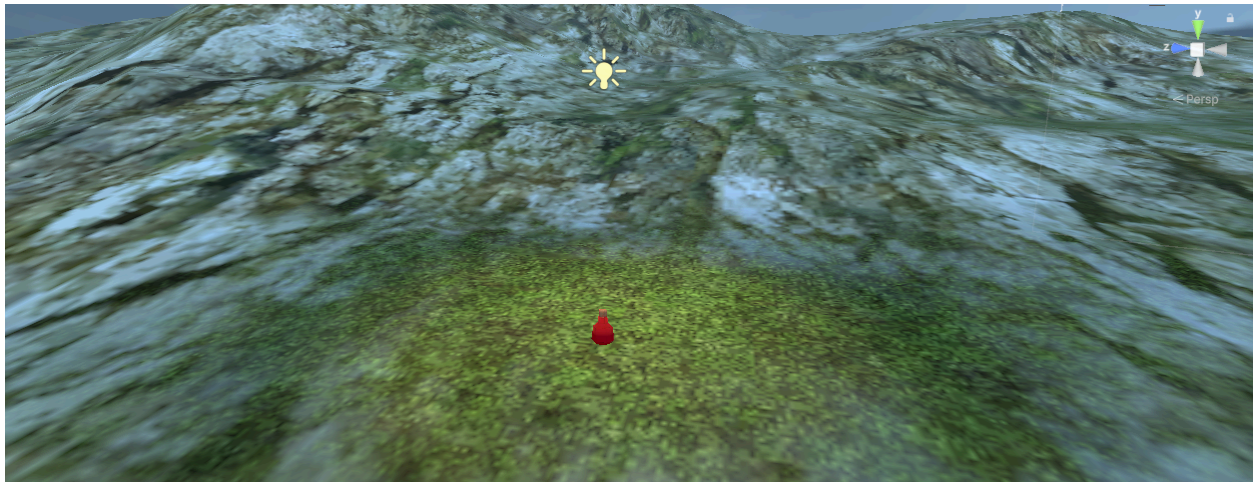
Attack : **LeftMouse** (Hold for Full Auto / Click for Semi Auto)
Bullet Time : **RightMouse** (Hold down. There is not limit to allow for strategic play)
Buy / Use : **E** (To buy supply, unlock teleporter and use teleporter)
Pickup item : **F** (This is to not interfere with player picking up important supply)
Note: (You have good movement control mid air, use this to your strategy)

Pickups & Upgrade:



There are two essentials and three upgrade pickups in this game. The essentials are ammo, and health. They can be bought at the obelisk, once bought, the pickups will fall around the obelisk with the ammo being more common and health being less so. Each pickup you buy will never despawn.

Health Pickup



Health pickup is represented by a red bottle because a white box with a red cross is boring. Each bottle will always heal for 25 HP and have a 10 percent chance of being dropped.

Ammo Pickup



Ammo pickups are represented by a quiver holding 3 bolts. You will find that it's called a "Bundle of Knives". I would've changed it, but then I wouldn't be releasing this game when I did (this project should've just been a 5 month project, it ended up being 8 months). Each pickup will add 3 bolts, and it has a 90 percent chance of being dropped.

Fire Rate Upgrade



Fire rate upgrade is represented by another crossbow. It reduces the weapon cooldown by 100 milliseconds, the base cooldown is 500 milliseconds. This upgrade can be found around the map.

Ammo Upgrade



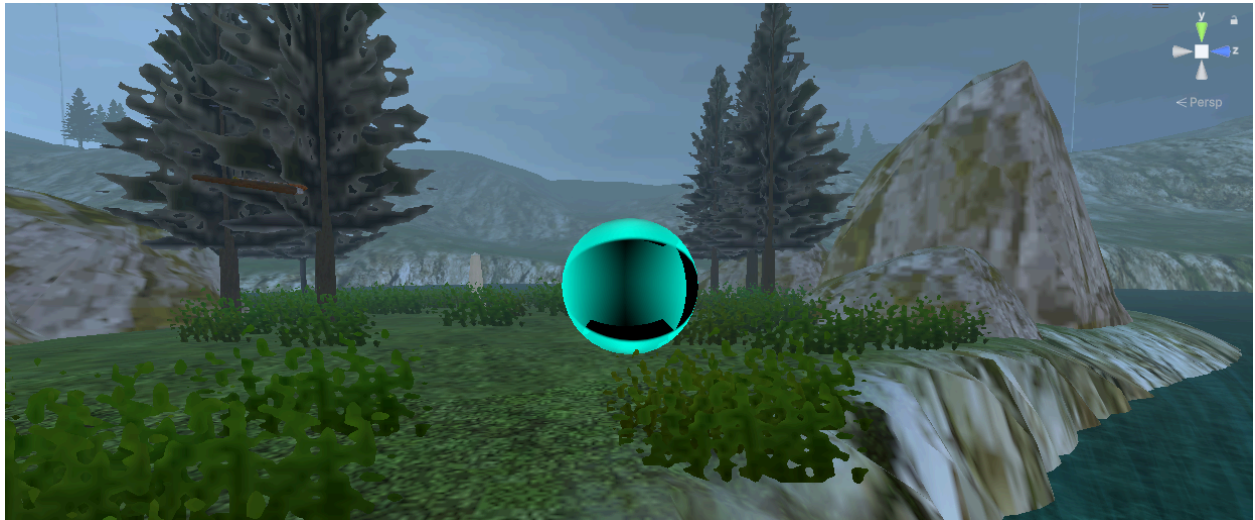
Ammo upgrades, they up your max ammo count by 15. No, they don't upgrade your damage.

Movement Upgrade



Represented by a pipe the Movement Upgrade increases the player movement speed by 3; on all movement (walk, running, and crouch) excluding jump speed. Default walk speed is 7, running speed is 12, and crouching speed is 5.

Gameplay Features:



That there is one of 14 portals. Portals exist in pairs, and each pair has a matching color. You only have to unlock them once and you could reuse them for the entire session. I'll let you explore them and form your own strategy.



This here is the obelisk where you would buy supplies (ammo and health). They will cost you only \$100 every time you buy. Pickups are given based on their own drop chances.

Both of those can be interacted with by pressing **E**.

Player Hud (Potentially confusing part only).



Typically, video game shooting uses raycast / hitscan. But Specter Solace shoots a physical projectile from a physical point in the game and the reticle design is simply called the flyout line, the opposite of the falloff line used by video games to show where a grenade will fall.

To use the flyout line, match the width of the enemy with the length of whichever of the four lines, If the enemy is too big, or too small, it will miss. This system isn't perfect, but it's good enough.

Finally, don't go skinny-dipping in the water; no sauna was implemented. I'm sorry Finland.

That's all for this manual, peace out :)