Getting Started Manual

Movement:

1. Teleport: click the trackpad
2. Locomotion movement: touch the trackpad (this option can be turned off in the UI menu to avoid motion sickness)
3. Step by step movement: Stretch your arms to the desired direction and hold the grip buttons. Holding both sides together will fasten the moving speed. Heavier weapons move slower than lighter weapons. Only available for melee weapons.

Skill Menus:

Both staves and hands have skill menus (star icons in the UI menu, one on each hand side); melee weapons don't have skill menus at the moment. HOLD Trigger Button (Index finger) to cast spells by hands.

Combat system:

In order to make our combat more meaningful and immersive, we've put a lot of work into defining the block and parry mechanics. All weapons are designed with a base damage depending on the physical size of the weapon. How hard your swing is will determine how much damage you do on top of your base damage. Blocking works the same way as well. Make sure you read the dev blog before playing the game for a better and more immersive combat experience.

The current demo was built on HTC Vive.

If you have any questions, feel free to contact us at infobox@creality.io

Support us on Kickstarter: bit.ly/edgeofatlantis

For more information, visit our official website: EdgeOfAtlantisVR.com
Steam Page: http://store.steampowered.com/app/616420/

Twitter: https://twitter.com/CrealityStudio
Facebook: https://www.facebook.com/EdgeOfAtlantis/
Youtube: https://www.youtube.com/channel/UChXgqIstxD9dAIEIzT3rOTw



Copyright 2017 Creality Studio