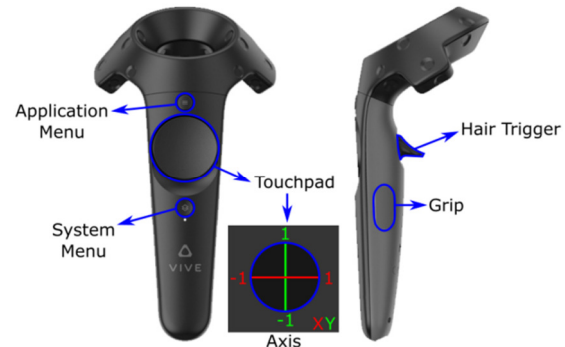


## Willowisp User Manual

### Vive Controllers:

*Willowisp* is currently only playable on the HTC Vive (controllers pictured to the right). Pressing the System Menu button will pause and un-pause the game. For safety, always put on the wrist straps before playing



### User Interface:

- Press and hold trigger to make a sword green. Touch green buttons with a green sword to activate them.
- Touch bases of controllers together and press trigger to swap swords. This feature can be deactivated by setting Sword Swapping to Disabled in the Options area.

### Navigation:

- Home (Game Start)
  - View basic tutorials (button labelled “Poke Me”)
  - Play through the Story Mode
    - Levels 1-10. Each level unlocks when you beat the previous level on any difficulty. Level text changes to yellow when you get a Flawless Victory on the level while in Hard mode.
    - Read/listen to storyline (button labelled “Poke Me”). Each level contains a chapter of the story.
  - Play an endless challenge (locked until you beat level 10 in story mode, on any difficulty)
  - Change game settings
    - Change difficulty between Easy and Hard mode. Difficulty setting affects spawn rates and has no effect on gameplay mechanics.
    - Enable/disable sword swapping.

### Level Descriptions:

*Level 1:* Hit blue wisps with your blue sword and red wisps with your red sword

*Level 2:* Wisps attack from a wider range of angles, keep your peripheral vision open!

*Level 3:* Bomb wisps will explode if you hit them, dodge them when they charge.

*Level 4:* Wisps attack from behind, use the floating mirrors to see behind you.

*Level 5:* Wisps attack in waves. No new enemy types added.

*Level 6:* Tracker wisps cannot be dodged—hit them first!

*Level 7:* Purple wisps must be hit with both swords (at the same time or one after the other).

*Level 8:* Armored wisps require you to strike from specific angles

*Level 9:* Heavily armored wisps can only be hit with thrusting attacks, maximize your point control!

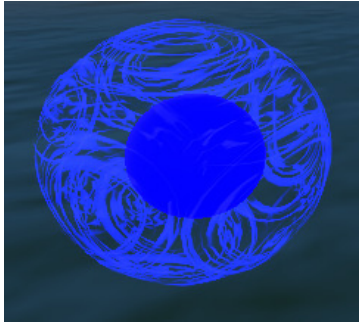
*Level 10:* Strike the boss repeatedly to drive it away. Stay out of the fire. If you stand in it too long, your vision will fade to red and you will die.

### Tactics:

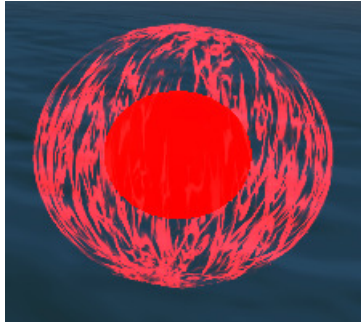
- It is only necessary to touch a wisp with your sword to defeat it.
- Do not press the trigger while fighting wisps. That will turn your sword green and cause your attacks to fail.
- Wisps will track your head until they move into charging distance. When a wisp charges, it will flash and make a charging sound, then move in a straight line for a short time.
- If you hear a charge and you don't know where it is coming from, dodge.
- Red, blue, and bomb wisps make different sounds when they charge. Learn to identify the bomb sound and dodge whenever you hear it.
- Dodge by moving your feet instead of bending from the waist so that you are stable and ready to continue defending yourself. Ducking can be effective, but only as a last resort.
- Wisps attack from 8 spawn points, 4 in front of you and 4 behind. They also attack from head height, above head height, and below head height. The spawn points are designed to be at the edges of your peripheral vision.
- Do not fixate on individual wisps. Keep your view in the middle of the action and track incoming wisps with your peripheral vision. Practice until you can trust your hands to move where they need to go.
- For levels 4+, keep an eye on a mirror at all times so that you know when a wisp is approaching from behind. Mirrors are less effective for gauging distance, so until you are highly skilled it is best to turn around to face your targets when striking them.
- Tracker wisps make a distinctive continuous buzzing noise and their shells are covered in rainbow circles. They will not charge, but will instead continue to follow your head until you hit them or they hit you. Red and blue wisps will sometimes spawn as trackers, purple wisps are always trackers, and bomb wisps are never trackers. Running away from a tracker can buy you some reaction time, but dodging is ultimately not an option.

Bestiary:

Blue Wisp



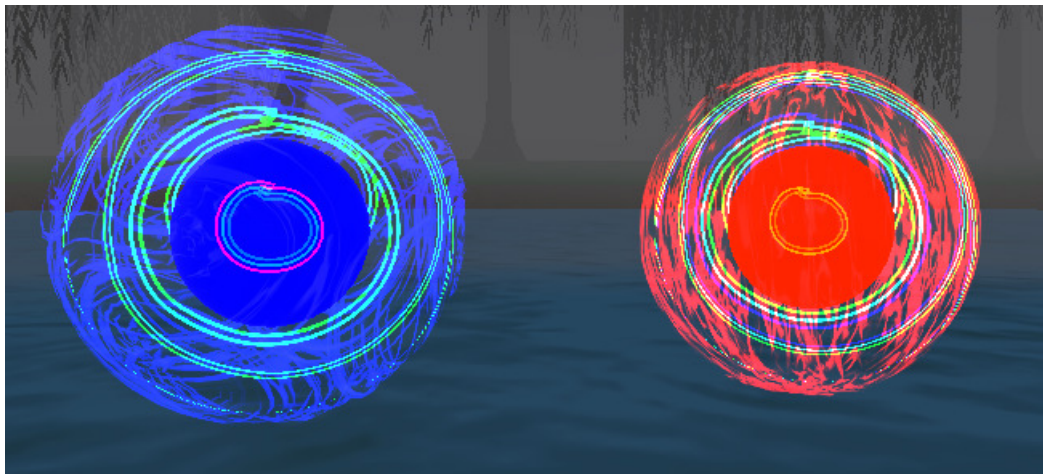
Red Wisp



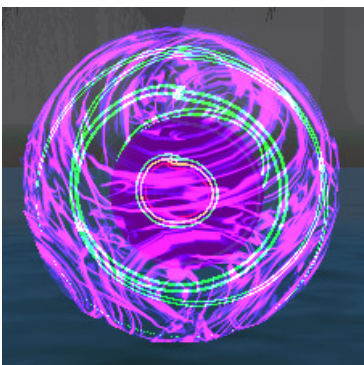
Bomb Wisp



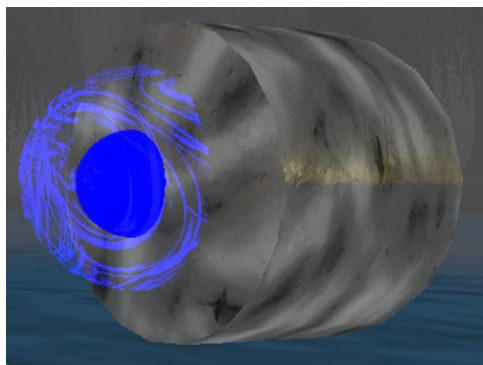
Blue and Red Tracker Wisps



Purple Wisp.



Armored Wisp



Heavily Armored Wisp

