CONTROLS & LOCOMOTION

This section breaks down the controls and locomotion options within Batteries Included. For more information, see Controls & Locomotion.



1 - Interact with items

2 - N/A

3 - Switch Between Locomotions

4 - Locomotion Input (see below)

5 - Steam Menu

Locomotion

Locomotion is visualized within the game by emblems on the back of the player's hand. Each emblem corresponds to the following locomotion approach:



Locomotion: Teleport

Cast an arc along the ground to select where you wish to teleport.

-LEFT HAND: Arc cast
-RIGHT HAND: Arc cast



Locomotion: Smooth Movement

Traditional directional movement w/ fixed pivot rotation on the other hand.

-LEFT HAND: Directional
-(similar to WASD/Arrow Key) movement
-RIGHT HAND: Fixed pivot rotation

LEVEL OPERATION

This section breaks down level selection and operation within Batteries Included. For more information, see Level Select & Start.

Level Selection



Select a level by grabbing one of the keys on the 'key box' (white board with large set of keys) and placing it into the lock on the doorway. This 'unlocks the door to your imagination' where the level is located.

Level Selection Process:

1. Grab the key (using the TRIGGER button) for the desired level
2. Walk to the portal and insert the key into the lock
3. Wait for the doorway to open
4. Enter through the doorway to the IMAGINATION SPACE

Level Operation

Level operation is primarily handled with the Player Watch, which is the device located on the player's left arm.

There are two main components:



Level Start

Starting the level is handled by squeezing the watch's Goblin Head while within the IMAGINATION SPACE.



Level Progress

The player's current progress can be visualized by looking at the 2D display on the watch. As more Goblins make it to the castle, the 2D sprite will move closer to the Castle.

Exiting Level

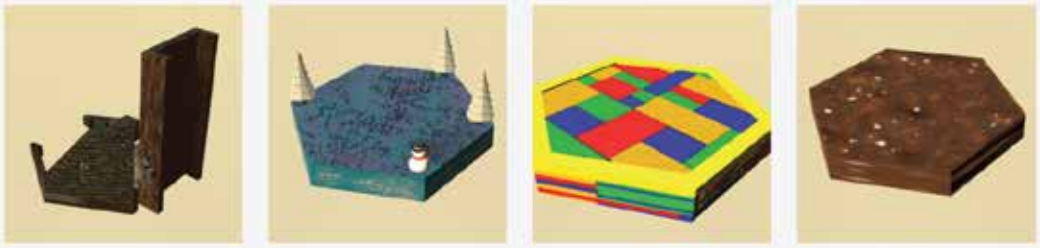
The level can be exited by walking back through the doorway used to enter the IMAGINATION SPACE.

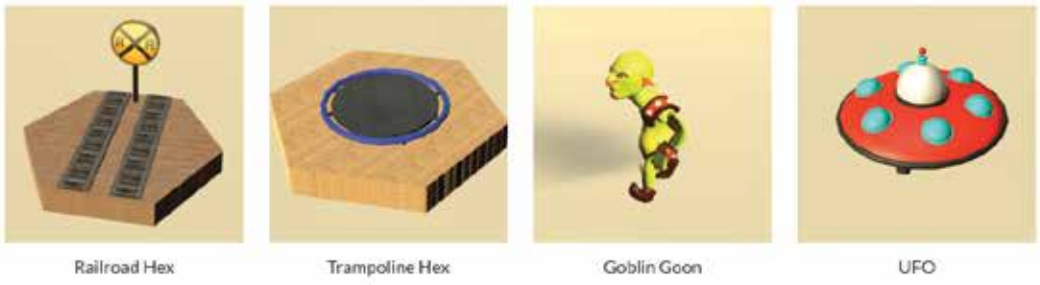
The doorway will automactically re-open once you are close enough to the door.

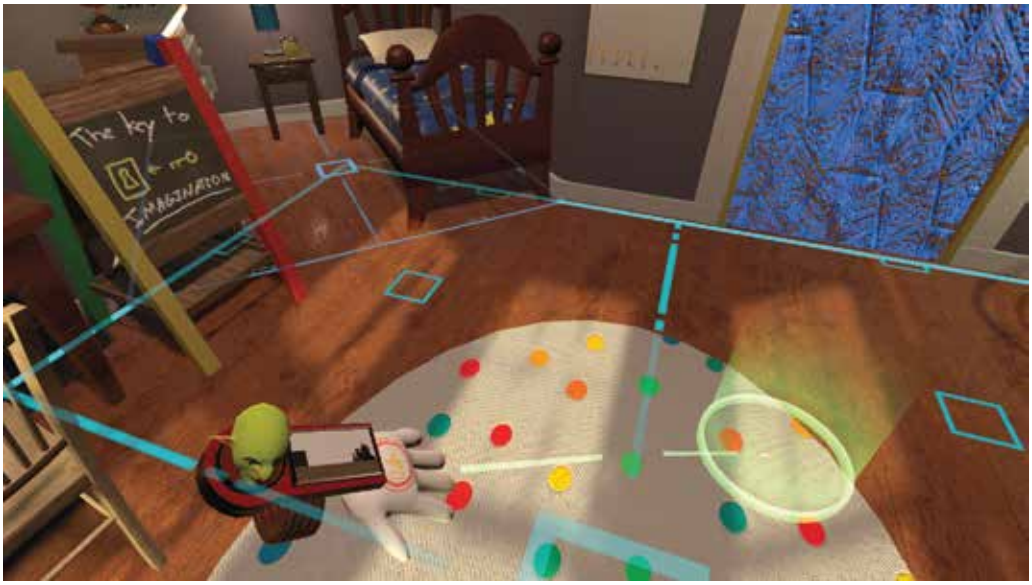
HEXES & UNITS

This section breaks down the hexes and units present within Batteries Included. For more information, see Hexes & Units.









TELEPORT - Instructions

1. Click in the touchpad
2. Point the green arc toward the ground
3. When the circle glows green you can release the touchpad to teleport to the new location.



SNAP MOVE - Instructions

Left Hand

Using the touchpad you can move the player around front/back and left/right depending on the direction you hold on the touchpad.

Right Hand

Using the touchpad you can rotate the camera around in fixed intervals depending on the direction you click on the touchpad.