FOGLIGHT Online

How to Play

Game Overview

Welcome to the Foglight multiplayer game. This game is built around 1 v (2-6) PvP action. One player plays *Farberto* and the others play as the *Humans*.



Farberto

Farberto is a beast of legend, hundreds of years old, hibernating, waiting for human prey to awaken him...

Abilities

Farberto has 3 melee attacks, 3 special abilities, and 1 charge attack that he can use. His melee attacks are a right hook, upper cut and 360 swipe. Any of those attacks can kill a human player in two hits. His charge attack is used by holding the run key. While running, Farberto can trample a human player for an instant kill. Running can only be done in bursts.

Special Abilities

Smell: Farbertos primary special ability is smell. Once activated any player or object that emits a scent will now be “seen.” This will allow Farberto to easily spot hiding enemy players.

Stalk: This mutes the scary music that plays when Farberto is near human players. This is useful for sneaking up on players. Note that this does not mute Farbertos footsteps or grunts.

Roar: Farberto lets out a powerful roar, which creates a shockwave that will harm players close by.

Humans

The unfortunate victims of Farberto. In the wrong place at the wrong time, this rag tag group of Sailors decide they won't roll over dead. They have each other and their wit, but they are about to find out that some legends are built on blood...



Abilities

The Humans have two modes of strategy, fight or flight. Each map has 4 electric breakers that must be flipped to open an exit gate. However, the humans can also work to destroy Farberto instead of escaping. Homosapiens are tool builders, and as such have a list of tools that they can use in their fight with Farberto.

Tools

Health



Standard health pickups. These are placed around the map at strategic locations. They will replenish your health completely if you are low. These are instant use items and can not be placed in your inventory.

Urine

 Bottled urine can be tossed to create a distraction for Farberto when he uses his scent ability. There will be a cloud of vapour that will visually also cue the human players.

Trap

 Bear traps can be placed for Farberto to step on. The trap will hold Farberto still for a second (also stop him mid-charge) and deal a small amount of health damage.

Flash Bang

 Flash grenades can be tossed to blind Farberto. Useful for a quick escape in a pinch. Human players will not be blinded. Flash bangs do not cause damage.

Flamethrower







Each map has a flamethrower hidden on it. To use the flamethrower the human players must find the gas tank and bring it to the housing backpack. The flamethrower is a powerful weapon that will make quick work of Farberto.

5

Stun Gun







A Stun Gun is hidden on each map. It requires the player to find a Cartridge to be of use. Once they have the Cartridge, the Stun Gun is good for 5 shots. Each shot will stop Farberto in his tracks and deal a small amount of damage. If the player is killed they will drop the Stun Gun and the next player to pick it up will get 5 fresh shots.

Objectives

Breaker Box



Each map has 4 breaker boxes that the human players must flip. Once flipped the exit gate will open. It takes 10 seconds to flip the breaker so make sure you are in the clear when you do so. Interruption will require you to start the timer over.

Exit Gate



The exit gate will only open once all 4 breaker boxes are flipped. Once open, at least one human player must run through it to end the match in victory for the humans.

Key Map

General

Move: WASD + Mouse
Interact: E
Run: Shift
Game Stats: Tab
Options: ESC
Type Chat: ENT
Voice Chat: Hold T
Change Camera: P

Farberto

Right hook: LMB
360 Swipe: RMB
Uppercut: Scroll Wheel
Charge Attack: Hold Shift + W
Smell: F
Stalk: C
Roar: Space Bar

Humans

Item Urine: 1
Item Trap: 2
Item Flash Bang: 3
Use Item: RMB
Flashlight: F
Jump: Space Bar
Crouch: CTRL