Exalted Seracthon – Reference Document

===Design Features===

Exalted Seracthon was designed to provide an immersive roleplay experience in 3rd and 1st person, using elements of horror and classic RPG, and tells much of it's story through dialog. Your role is that of a Psychic, which is one manifestation of the Magician archetype. Their journey consists of getting involved with deeper plots and secret motives which lurk underneath the visible world. Generally speaking, they do not run on adrenaline, and their achievements are not outwardly visible.

- There are certain challenges in the game that are meant to be difficult, and others that are easy.
- Not every dialog will contain all the same details; there are certain things you may not hear or learn on one play through.
- You can permanently lose items if you drop them and exit the game.
- Only one save record is maintained during your adventure, there is no provision for multiple saves that let you walk every possible timeline.

Most conflicts or accidents result in your character being rendered unconscious. Once the violence is over, a medical droid will retrieve all casualties, and deposit them for medical or mechanical repairs. You will most often awaken in an infirmary of some kind, however it is also possible to die or become trapped or lost permanently if you are not careful or make a bad decision. If this happens, you may have to start a new game. Such a detrimental twist of fate is meant to illustrate the perilous nature of of the world your character lives in.

All the attributes affect game play - some in a more direct way, and others in a more subtle or minor way. If you really want to play a psychic who neglects their primary gifts, you can certainly invest in physical attributes if you want to. More detail on attributes is provided during the second part of character creation by interacting with the information panels on the left.

There are some new attribute benefits that will be experienced in the second chapter of Exalted Seracthon. For example, a high intelligence affects your will power, but it will also be useful in the future when the sequel or a DLC adds things like scanners or workstations. If you want to prepare for this eventuality, you might consider investing in those attributes from the start.

For those engaged in game testing, creating wiki content, or other detail oriented tasks, be advised that you can copy the save_vault folder from an existing play-through and paste it back in at a later time, overwriting the current files; the game will read that archive as its current save game.

===General Help===

- Do not attempt to save the game while piloting, fighting, or during other active game process like sleeping, traveling through warp space, etc. The ability to do this has been prevented in most cases, but there may be odd scenarios that were never seen during

testing.

- If you are trapped somewhere by your follower and you cannot move past them, activate rally mode (=+). This will cause them to move out of your way and try to step behind you.

- If you have stepped off your ship and can no longer reach the ramp to get back in, press 'T' to climb back onto it. If you are too far away to do this, press Backspace to call your med bot for assistance.

- When in the cockpit of your ship, you can press X to turn on the forward lights. Landing pads will signal when they can be engaged when an ‘L’ appears on your screen. Your follower can only come with you if your ship is in position at a landing pad that has auto-landed you in this way. They don’t go out into a vacuum, and usually won’t step onto the surface of alien planets unless there is a base of some kind.

- Your character is not a trained combatant, so your ability to fight will be limited. This can make some fights challenging, and some impossible. Just bear in mind, that sometimes your success doesn’t depend on beating something up, and there may be other ways to deal with a challenge.

- Don't forget to use your experience points. There are not many advancement rewards, but the can make a difference. On the right side of the inventory panel, your character sheet can be updated with any available points you have gained after leveling up.

- Input software and alternate input devices are not supported, but you can certainly use a 3rd party application like AutoHotkey to set up your personal preferences on your own. If the game is significantly refactored in the future, support for customized inputs and devices may be added.

===Support===

Technical support for Exalted Seracthon is limited. PC and laptop configurations vary widely, and there are many basic troubleshooting steps you can take to resolve hardware/driver/performance issues. For other issues, please use one of the options available through the Steam Support feature.

If your character has become irretrievably stuck, frozen in sleeping position, trapped behind a splash screen, etc. you can perform an emergency respawn by pressing Control + Backspace. This will teleport you to either a hospital bed or your ship if you have one. This is a support feature only, so if you roleplay, it would obviously be only recommended to use when absolutely necessary.

Note: Exalted Seracthon was tested extensively on Windows 11, and there were many un-resolvable issues. The operating system’s memory leak issues caused errors in the save files and interrupted asset handling, causing scene errors and other game-breaking situations. Installs onto Win11 are not supported, however if you still want to test the game on it, I suggest you keep copies of clean save vault files.

Inputs

Normal Movement

Forward	W
Backward	S
Left	A
Right	D
Run	Left Shift
Jump	Spacebar
Crouch	C
Roll	Move + Left Alt

Camera Controls

View Mode (1st/3rd)	Z
Camera Distance	Mouse Wheel
Zoom In	R
Toggle Shoulder View	N
Toggle Helmet on/off	H
Toggle Flashlight	X

Combat Controls

Combat Mode on/off	~
Attack 1	Left Mouse
Attack 2	Right Mouse
Attack 3	Mouse 3 (side)
Attack 4 / Parry	Q
Two-handed Mode on/off	Tab

Ranged Weapons

Toggle Firing Mode (zoom)	R
Reload	[

Other

Open Inventory	I
Pick Up Item(s)	T
Use Consumable	E
Interact	F
Open/close Journal	B
Start Conversation	G
Advance Conversation	E
Toggle Menu	Esc
Toggle Follow (rally)	+
Take Screenshot	Home
Toggle GUI	0
Cycle Right Hand Items	1
Cycle Left Hand Items	2
Cycle Active Psions	3
Cycle Ammo	4
Sit	U

Ship Movement

Forward	W
Backward	S
Left	A
Right	D
Roll Left	Q
Roll Right	E
Upward	Left Shift
Downward	Left Control
Pitch/Yaw	Mouse Movement

Camera Controls

Freelook	Hold+Right Mouse
Freelook (Navigation)	Esc, Hold + Right Mouse
Toggle External Camera	F1

Ship Controls

BlueShift Travel	Press Mouse Wheel
Throttle Up / Down	+ / -
Dampen Inertia	Tab
Enter/Exit Cockpit	U

Combat Controls

Forward Weapons	Left Mouse
Cycle Weapon Mode	[
Auto Target Nearest	F
Cycle Available Targets	T

Other

Toggle Follower Sit	-
Engage Landing Pad	L
Climb Up Onto Ramp	T
Call Med Bot Assist	Backspace
Deploy Repair Drones	F4

Note: While piloting a ship, if you press Esc you can use the cursor to activate the ship's music player. This functions like an MP3 player, and will read any MP3s you have placed into your */My Games/Exalted Seracthon/Music/* folder and allow you to play them while flying.