

KINGDOMS RISE

Complete Game Guide

Flyleap Studios

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Installing the game

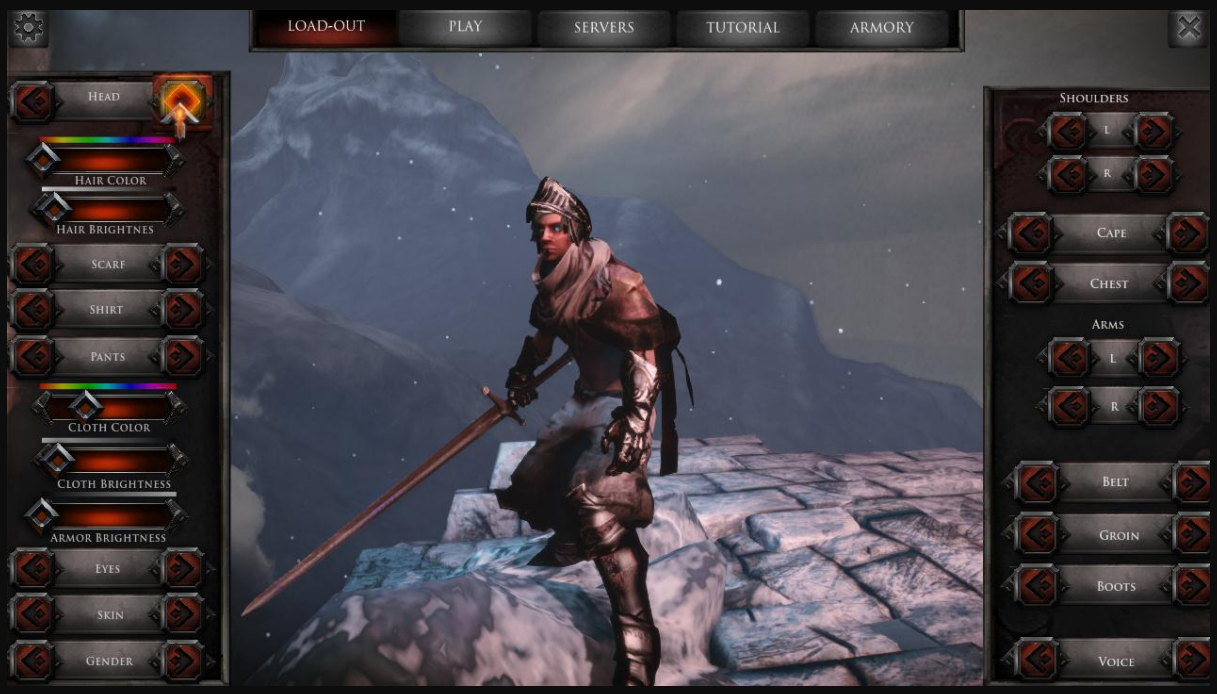
After registering your CD Key within steam, the game should download and update to the latest version automatically. Simply launch the game via your Steam library. If you encounter issues in installing or running the game, please look for a solution or troubleshoot those issues here

Creating your character

Once the game has loaded, you will find yourself in the menu, the menu has 5 main tabs along the top edge of the screen, these are
Load-out, Play, Armory, Servers and **Tutorial**.

LOAD-OUT

Before you jump into a match you may want to set up some basic appearance customization for your character, so that you can be recognised and identified by other players or friends in game.
Using the sliders or the Left and Right arrow buttons you can cycle through the different cosmetic options you have unlocked in each particular catagory.



Finding a match

There are a couple of ways to get into a multiplayer match,

1. Use the “Find match” button

Hitting the find match button will cause the game to search all running game servers for one that is not full, not password protected, low ping and is closest to being full.

After some short time searching the game will Join you into the found match automatically



2. Use the server list

By pressing the “Server browser” button you can view a full list of all the currently running multiplayer servers. You can filter the results by ping, number of players or in alphabetical order by pressing on any of the heading at the top of the list “Name” “Players” or “Ping”.

You can also hide all full and passworded servers by checking the respective checkboxes.

Join a server from the list by double clicking the desired server.



-The server browser

Movement

Basic Movement

Walking: By default, the walking controls are mapped to WASD or the Left Thumbstick.

PRO TIP: *You move slower when strafing and even slower than that when walking backwards, aim in the direction you are moving for maximum speed. (This is to prevent players backing out of sword fights while firing arrows or other projectiles)*

Dodge Roll: In KR there will often be times where you see danger coming and need to quickly change location, this is where dodge rolling is useful. Perform a dodge roll by pressing Roll

When you press Roll you will move in the direction you were trying to walk when you pressed the button.

PRO TIP: *Rolling is not just for getting out of danger, it can also save you from fall damage, try rolling right before hitting the ground from a large fall, you should avoid taking damage!*

Sprint / Holstering: You can get more move speed at the sacrifice of your combat readiness. By pressing Sprint you can holster your sword. With your sword away you move faster but you will be unable to attack or defend in melee until you draw your sword back out by pressing the same key again.

Basic Melee

Attack

Attacking:

To swing your sword is easy, just press the attack button, this should be Left Mouse Button or the Right Trigger on a controller by default. If you don't give your attack a direction it will always swing in the default way. Attacking from the same direction every time will make you predictable and opponents will have an easy time parrying you.

Attack Direction:

To give your attack a direction you simply need to "Look" in the direction you want to swing as you press the attack key. If you are on a controller you would point the right thumbstick in the direction you want your blade to cut as you press in the trigger. On a mouse you should mime the cut you wish to perform with the mouse as you press in the Left Mouse Button.

Attack Power / Speed:
Want your attacks to hurt more? easy, just hold down the attack button for longer.

WARNING: Once your character has powered up an attack to its maximum damage he will swing automatically, so don't start your attacks too early thinking that you can hold them ready forever.

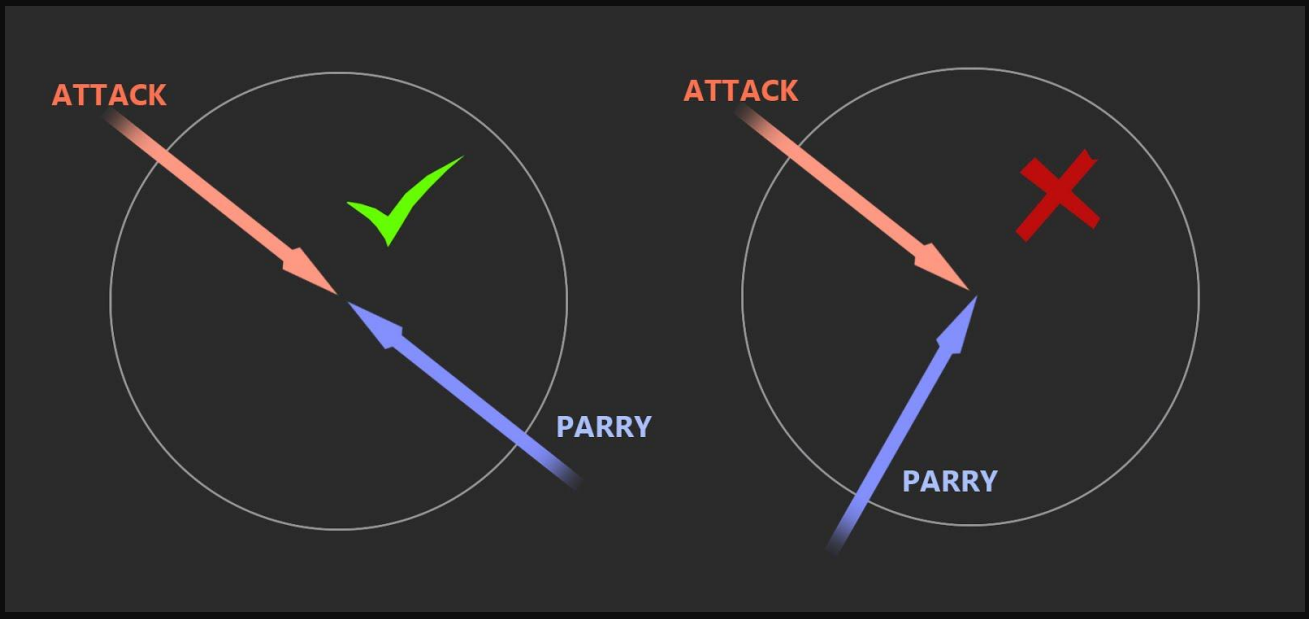
Defence

Parrying
A parry is very similar to an attack in how it's controlled. Just like an attack you need to give your parry a direction as you press the parry button and you can also hold it down until it reaches it's limit.

One vital difference is that **parry direction can be changed while you hold down the Parry button!**
What this means is that if you notice someone about to hit you, you can begin your parry right away, then worry about getting the right parry direction after.

What is the right direction to Parry?

One thing that may not be completely obvious right away is how a parry direction matches up against an attack direction. to explain please see the diagram below.



In simple terms, **the parry direction needs to <u>Oppose</u> the incoming direction**

Example; An enemy is attempting to chop you, bringing his sword down on you from overhead. The correct parry direction here would be UP to oppose the blade coming DOWN at you.

BUT WAIT: **There is one other factor to a successful defence**, and that is **POWER**
If you charge up a powerful attack (you hold the button for the longest possible time) than your opponent can't save himself from damage just by matching direction at the last second, they must also have some power in their parry.

PRO TIP: If you go to attack someone and notice that they have been late to defend, keep charging your attack - you may be able to negate their late defence with sheer attack power!

Semi-parries:
If you attempt a defence and it is ALMOST right then you will do a semi-parry, this is where some of the damage is blocked (based on how close your defence was) and some goes through.



Advanced Melee

! Caution: These are difficult techniques for skilled players, a good understanding and practice of basic melee is required to perform these moves.

Combo Swings

Combo swinging enables a player to start a new attack right after another one without having to return to their idle animation. This allows you to dish out a flurry of attacks which, if not defended against, can kill very quickly.
To perform a combo you must first attack as per normal, then to perform your combo swing you must press the controls to attack straight back on the line you first attacked from.

Advantage:
1. Deal a lot of damage very quickly.
2. Put our new attacks faster than your opponent can respond to them

Risk:
1. Makes your next attack direction very predictable which might leave you open to locking or counterattacking

Locking

Locking is an advanced defensive move. To perform a lock you first be under attack. As you see someone attempting to hit you with their sword you first begin a parry by pressing in the parry button. next, you must match up your parry direction to oppose the incoming attack.

Now, IF you are totally confident that you have set up a solid parry AND you are waiting for the enemy to swing at you (they are still powering up their attack) THEN this is an ideal time to use Locking.

Lock in your parry by pressing in the attack key, DO NOT let go of the parry key to press attack! Keep your defence up by continuing to hold in the parry key, then press in the attack key also to lock it.
Now what? When you lock a parry it will force the enemy attacking you to swing, they don't have to release thier button, they will swing at you unexpectedly, on your timing instead of theirs.

Advantage: Take the initiative, get the fight back into your timing while disorienting thiers.
So your opponent releases his attack at your locked parry, if your parry is good enough you will quickly discard their attack and instantly start a follow up attack. This follow up attack will be able to hit back much faster than if you had not locked your parry and it is also coming at a surprise to your attacker who is probably still holding down their attack key.

Risk: While locking might sound pretty awesome it does come with some big risks if performed wrong. Once you lock your parry you cannot adjust parry direction. If your parry was in any way incorrect, that error will be amplified to the maximum possible penalty they could give.
So effectively, you are forcing your opponent to attack on your terms, but you are making their attack the most effective it can possibly be. If your defence is solid before locking, this will not be a problem, but if you lock in a poor parry then it will hurt you more than if you had not locked.

Spells

Spells are magical abilities which vastly change a players fighting style and role within a team.

Every player gets 2 slots in which to load a spell. All spells can be loaded into either slot. You can even have the same spell loaded into both slots on order to use it twice as much.

Teleport
Alows you to blink forward in space instantly
Category: mobility

Fireball
A ball of blazing fire, explodes to deal damage in a small area
Category = nuke

Fire Circle
If firecircle can be cast without interuption it will cause a massive explosion instantly killing anyone around you
Category: nuke

Freeze
Description="A spell that will freeze an oponent if hit directly. Frozen enemies are protected from 70% incoming damage by the ice
Category: disable

Magic Immunity
Blocks 100% of Damage cause by Magic, Arrows, Mines, Traps and any other non-melee weapons
Category: support

Heal
Emits pulses that heal yourself and your team within a radius around you
Category: support

Stealth
Makes you invisible for a time. Invisibility is nullified by attacking or casting
Category: mobility

Plane Shift
Temporarily removes you from this plane of existence. While in phase you cannot be harmed and swords will pass through you
Category: mobility

Lightning
Casts a powerful 100 Damage bolt of lightning from the sky. Bolt lands at the target destination after a delay
Category: nuke

Push
Emitting a poweful gust of energy you push enemies away
Category: control

Uses of spells:

Spells can be use to become more mobile or harder to engage. **Stealth and Teleport** are great examples of spells that make a player hard to chase or hurt when that player wants to run.

Stun and Disabling spells are useful to lock down these players who like to use mobility or range to avoid death. Freezing them on the spot or otherwise forcing them to fight you in melee.
Heals and support spells can vastly improve the robustness of a team. Having a team healer enables all other teammates to spend their health points more generously, accepting damage for bigger results when they know their healer will keep them alive.
Some players will want to engage enemies on simple terms, this is where **Spell Immunity and Silence** come in. these spells can forbid other players from using their spells where they may rely on them.

Special weapons

Special weapons: Special weapons are weapons that have a limit number of uses, unlike your spells which can be used any number of times.
Some examples of special weapons are mines, throwing axes or bear traps, once these have been placed or thrown you cannot pick them back up.

How do I get more ammo for my special weapons?
The only way to replenish your disposable weapon is to respawn.

Maps and Modes

Currently Kingdoms Rise features the following game modes

Last Man Standing:
Two oposing teams spawn symultaneously on oposide sides of the map. Each player has only one life and the winning team is the one with surviving members after the fight. After one team wins 10 rounds they win the game.
Some LMS maps will have a capture point in the center. If this point is captured then all the dead members of the capturing team are respawned. This will happen every time the point is captured or re-captured.

Death-Match
Players fight as individuals, score is based purely on how many kills each player is able to get within the time limit. The winning player is the one with the most kills when the timer runs out.

Team Death-match
Similar to Deathmatch, instead players score kills for thier team. The winning team is the one with the most kills when the game timer runs out.

Duel

Players are unable to attack or damage anyone untill they have either accepted a duel request with another player or they have sent a duel request to another player and had this request accepted.
Duel request are sent by simply pressing the attack key while looking at another player.
Duel request are accepted by pressing the attack key while looking at the player who requested a duel.
Once in a duel you are only able to damage the person you are dueling with. At the end of the duel you will return to full HP and ammo and go back into the harmless state where you search for a new duel partner.
The player with the most duel victories at the end of the timer is the winner.

Map List by Mode

TDM

- Tdm_Valley
- Tdm_Snowblind

LMS

- LMS_Ruins of the Wolf King
- LMS_Cage
- LMS_Side by Side
- LMS_Mystic Falls
- LMS_Sahara

DM

- DM_Forest
- DM_Snowblind
- DM_Mystic Falls
- DM_Ruins of the Wolf King
- DM_Sahara

DUEL

- Duel_Forgotten
- Duel_Sahara

Changing Settings



Camera Field of View
Increase or degrease the Field of View of the in-game camera

Look Sensitivity
Increases the speed of the camera look

Camera Invert (Vertical)
Inverts the vertical axis of the game camera look

Color Blind Mode
Changes team colors from red and blue to black and white. Making them easier to recognise

Screen Resolution
Choose the pixel resolution you want the game window to render at

Fullscreen
Toggle between fullscreen and windowed rendering modes

Vsync
Toggle vertical syncronization

Ambient Occlusion
Toggle soft/ambient shadows

Motion Blur
Toggle motion blur post-proccess effect

Depth of Field
Toggle camera focus effect, blurs background scenery

Bloom
Toggle bloom effect for bright lights

Control Mapping
You can re-bind any button/control to a particular action.
Press the red arrow (on the right) that corosponds to the action you want to re-map, then press the key or control you wish to be mapped to that action.
If successful, the new button should now be written under either the Keyboard or Controller colums.

Music Volume
Slide the music volume from muted to full volume

Sound Effects Volume
Slide the sound effects volume from muted to full volume