Crystal Rift
Version 0.9.3
Game Manual



About

Crystal Rift is an inspired by classic dungeon games with grid-based movement, it has been developed primarily for Virtual Reality headsets, but is also a great experience for those without headsets.

Taking the player through a series of increasingly dangerous and strange locations the player faces off against challenges and monsters. An immersive virtual reality experience, Crystal Rift will be released with over 30 levels with unique settings, threats and encounters, to provide many hours of gameplay. The player slowly uncovers the narrative and story through exploration, discovering dark secrets and following the path of those who have come before.

Use the In Game Dungeon Editor to build entirely new adventures and challenges for other players to solve.

Playing the Game

Movement in Crystal Rift is via a grid-based system, moving you a complete 'space' in a given direction, and turns made 90 degrees at a time. **The aim of the game** is to find you way through each level to the exit staircase which will lead you down to the next level, and onwards to your possible escape from the dungeon.

Traps and hazards along the way will be set to stop you, and monsters will try to end your escape, Luckily you have, depending on your difficulty level, more than one life to complete the game.

Monsters roam the dungeons – souls of the dead and creatures from the void – seeking to kill and eat you, or add you to their ranks.

The Crystal Blade is the single weapon you discover – but one that evolves over time with new abilities to help you tackle the dangers you encounter.

Crystals and other items will aid you along the way, to open doors or to regain lives. But there are no weapons, and monsters can only be avoided, not killed.

Notes and Signs along the way will hint at a larger story and world around you.

Secrets and hidden areas are to be found in throughout the game, and a special white crystal is there to be found each level, collect them all for a special treat.

A Level Editor is provided to create your own levels! You have the same toolkit as we have used to create the game, create your own expeirances and share them with others!

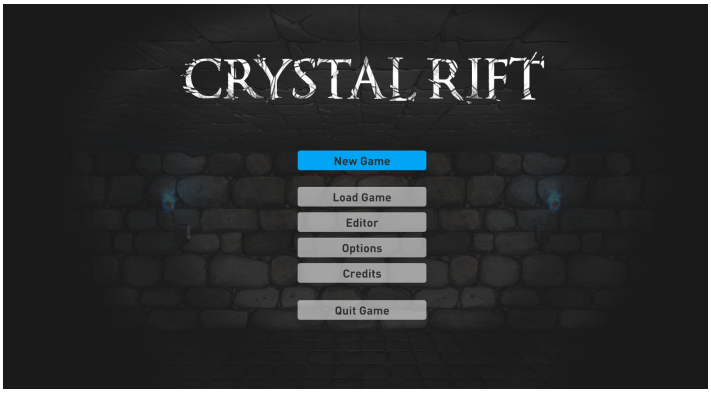
VR - Oculus Rift & Vive Setup

Crystal Rift is a VR game by design and supports both the Oculus Rift and HTC Vive. You will be able to choose your preferred option on launch.

Oculus:
This game runs in Direct Mode as default. Please make sure you have set your display options on your Rift Display Mode accordingly. Once you are comfortable and sitting up with your headset on please reset your head tracking using the Left CTRL key. You can do this at any time during the game.

Vive:
Stand in the centre of your play space and turn to face the menu when loading. If all is set up correctly with the Vive then the game should run correctly.

Game Menu Guide



New Game – Start a new game, and choose from one of the following difficulty levels:

> ***Easy*** *– Infinite lives. When you die you simply go back to the last checkpoint.*
> ***Normal*** *– 5 Lives. Losing a life takes you to the last checkpoint. When you lose all lives you will return to your last savepoint.*
> ***Hard*** *– 3 Lives.*
> ***Knightmare*** *– 1 life. You will return to your last save point. You can choose not to use a savepoint for the extra challenge of Perma-death.*

Load Game – Load from a save point.

Editor – Go to Editor Mode and begin creating your own levels

Options – Change game options:

> ***Scares*** *– Alter the Scare Level of the game. We know some people prefer not to have jump scares, while some love them. Here you can customise the experience as you wish.*
> ***None*** *– Scares are removed (Monsters remain)*
> ***Normal*** *– Standard scares will appear in the game*
> ***Extreme*** *– Extreme scares will also appear in the game*
>
> ***Movement*** *– Customise Turning and Moving to your desired comfort level in VR. Some people may experience discomfort in 'smooth' movement, so stepping the movement will reduce this, while 'Retro' will make any move or turn instant, removing all possibility of sickness induced by movement.*

Looking *– Set to move in view direction. This is recommended when in VR and standing as with Vive.*
Scale *– Change the apparent scale as desired.*

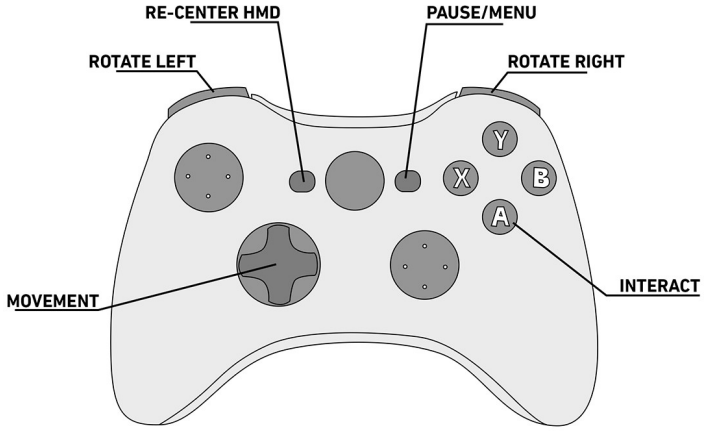
Sound – Alter the volume as you wish.

Credits – Credits for the game

Quit Game – Exit the game to desktop

Controls

We recommend using an Xbox 360 Gamepad when using an Oculus Rift VR headset, however Keyboard and Mouse are also well supported if you wish to use them.



Gamepad controls:

D-Pad – Up = Forward
D-Pad – Down = Back
D-Pad – Left = Strafe Left
D-Pad – Right = Strafe Right
Left Bumper = Turn Left
Right Bumper = Turn Right
Right Trigger = Attack/Charge Sword
Left Trigger = Change Sword
A = Interact (Switches, Buttons, Doors) or pick up Items
Back = Reset Head Tracking
Start = Pause/Menu

Keyboard Controls:

W = Forward
A = Strafe Left
S = Back
D = Strafe Right
Q = Turn Left
E = Turn Right
SPACE = Interact (Switches, Buttons, Doors) or pick up Items
LEFT CTRL = Reset Head Tracking
Z = Mirror Display (on Oculus Rift)
F = Show FPS
ESCAPE = Pause/Menu
Mouse...
Left click – Attack/Charge Sword
Mouse Wheel – Change Sword

Vive Controls
LEFT CONTROLLER (NON SWORD)
Trigger = Pickup items (or interact as an alternative to the Sword)
Pad Up = Forward
Pad Left = Strafe Left
Pad Down = Back
Pad Right = Strafe Right
START = Pause Menu

RIGHT CONTROLLER (SWORD)
Trigger = Use Sword
Trigger (HOLD) = Charge Sword, let go once fully charged to do sword special
Squeeze buttons (the ones on the handle) = Change Sword Power
Pad Left = Turn 90 degrees Left
Pad Right = Turn 90 degrees Right

Level Editor

Crystal Rift is complete with a level editor, allowing you to create your own dungeons using exactly the same tools we used to build the game. Steam Workshop will, upon the games release, allow you to share and download levels with other users.

The level editor is enabled within the game environment itself, allowing you to playtest each level as you build. Indeed, it is only possible to edit levels from inside the game environment.

Levels are set to a 50x50 grid and on each square of the grid can be placed a 'tile' which chooses the function – a switch for a door, or a monster stalking the player.



Selection Bar – Each option representing a category from which you can select different tiles.

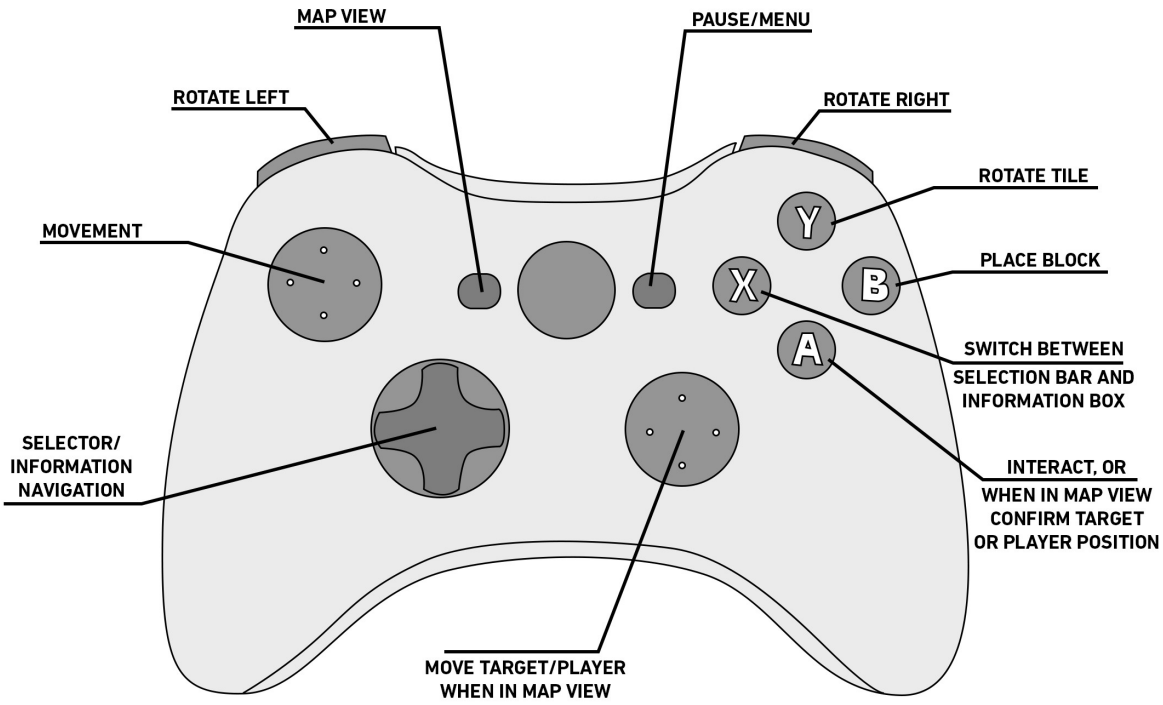
Information Box – This will give you information on the block you are currently looking at, and also customisation options, including any targets the block currently has, the ability to change colours and others.

Mini Map – An overview of the tiles surrounding your current position.

Level Editor Basic Options

Pad:
Start = open the Editor Menu for basic options
Undo = available on the Information Box

Keyboard specific shortcuts:
F2 = Enable/Diable Editor
Z = Undo
Shift-Z = Redo
O = Save (Output) map
F5 = Load Previous Level
F6 = Load Next Level

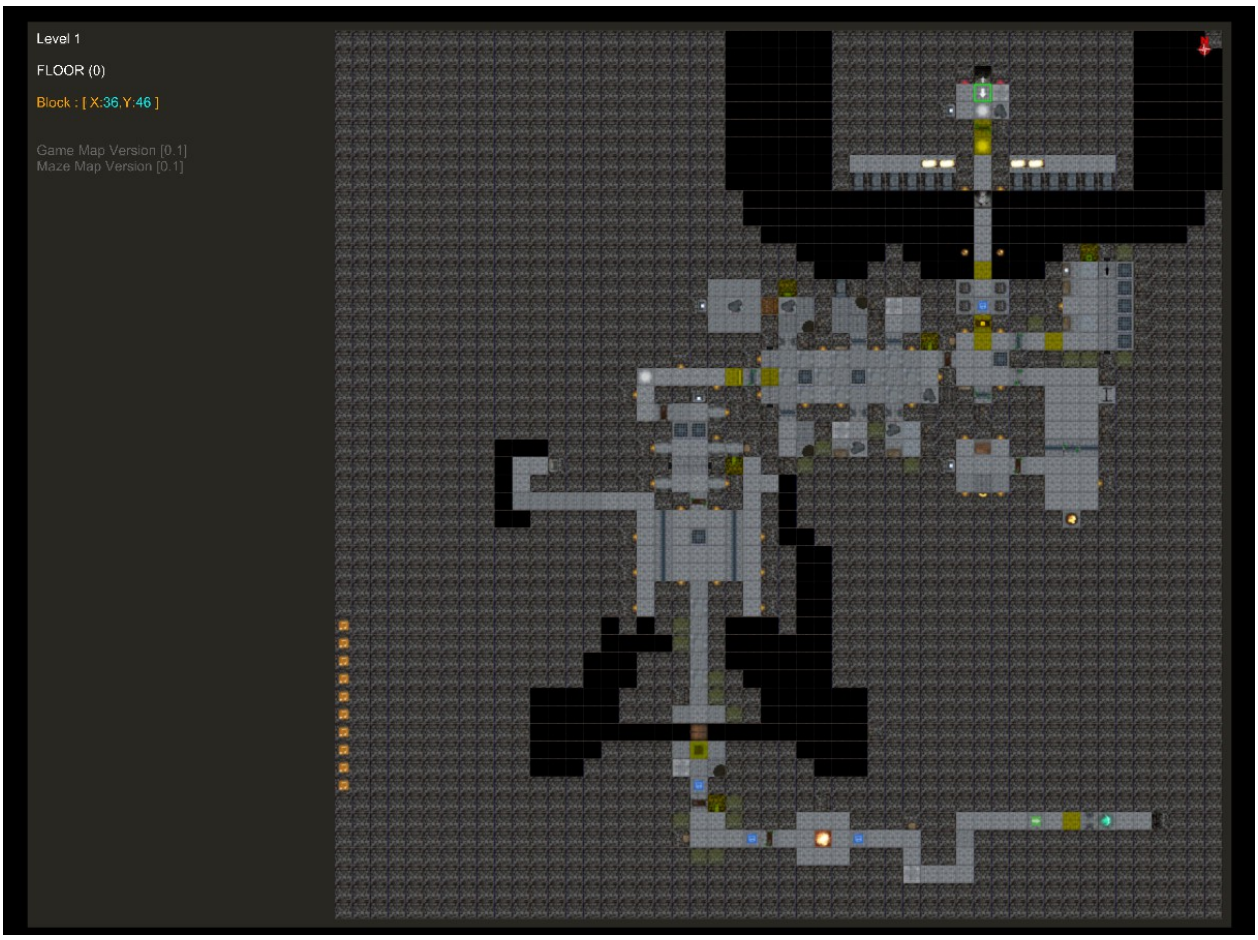


Pad control overview: It can be more convenient to use the Gamepad in VR, however the functionality is different to that of the keyboard. Using the Pad the editor will highlight either the Selection Bar, or the Information Box and you must switch between each, before using the D-Pad to either select tiles, or alter their values. Other controls are as below.

Using Pad in Edit Mode
X = Switch between Selector Bar and Information Box

Navigation/Ghost Mode: Ghost mode is on by default, and helps level editing as you can float over pits, walk through walls and cannot die. Outside of it your character behaves like in a regular game, so you can play test right away simply by exiting Ghost Mode.

Ghost Mode
Pad: *Toggle via the Information Box*
Keyboard: *G*



Map View: Bringing up the Level Map will allow you to see an overview of the entire level as well as to teleport around the map.

Map View
Pad:
Back = Show the Map View while in the editor
Left Stick = Scroll around the map
Right Stick = Move the player or target
Left Bumper = Zoom Out
Right Bumper = Zoom In
Y = Rotate your player's facing direction
A = Confirm player teleport or target location

Keyboard:
M - Show the Map View while in the editor
W = Scroll up
S = Scroll down
A = Scroll left
D = Scroll right
Up = Move your player or target Up
Down = Move your player or target Down
Left = Move your player or target Left
Right = Move your player or target Right
Q = Zoom out
E = Zoom in
R = Rotate your player's facing direction
Enter = Confirm player teleport or target location



Selecting a Tile: Each square on the Selection Bar represents a category, with a preview image of each tile. Scrolling through each tile will bring up a tooltip describing the current selected tile.

Tile Selection
Pad:
D-Pad when Selection Bar is highlighted. Left/Right changes Category, Up/Down changes Tile.

Keyboard:
0-9 = Change the Tile in the corresponding Category (Shift to go backwards). Keep pressing keys to rotate through the available blocks. Holding Alt will lay the Block immediately.
Cursor right: Next tile category
Cursor down: Next tile in current category
Cursor up: Previous tile in current category

Placing Tiles: You will place a tile in the direction you are currently looking. Tile selection and properties are held as you change them and the next tile placed will be the same.

Placing Tiles
Pad:
B = will place the block in the direction you are looking
Keyboard:
Enter = will place the block in the direction you are looking

Rotating Tiles
***Pad**: - Rotates the Block Clockwise*
***Keyboard:** R - Rotates the Block Clockwise (Shift to rotate anti-clockwise)*

Setting Targets: Some doors must be remotely switched, either by a **wall-switch, pressure plate** or any number of other options. Each tile may have multiple targets, as well as other options set, such as a delay before the target is triggered. Targets will be set for the tile you are currently looking at.

When you select a target you will be taken to the Map View where you will be able to move the target cursor itself to manually select the tile you wish to target, with a line drawn between the origin and it's target.

Setting Targets:
***Pad:** When information window is selected, use the D-Pad to move up and down between the options, and left and right to change their value. Selecting the 'Target' option will take you to the Map View.*

Keyboard:
T - Choose the target using the Map View
[- Previous Target
] - Next Target
K - Delete the Current Target
P - Change Target Type
L - Increment Target Delay
H - Change Trigger Type



Changing Colours and other Values: Different tiles have different values depending on the function. A torch will allow you to change it's colour for instance. Feel free to explore and examine additional options on each tile.

> *Changing Values*
> ***Pad** - When information window is selected, use the D-Pad to move up and down between the options, and left and right to change their value.*
>
> ***Keyboard***
> *V - Change the Value of the Block*
> *J - Change the MoveSpeed of the Block (Minecarts, Fireballs and Spike Crushers etc…)*
> *C - Change the Colour of the Block if Available*
> *I - Set Inventory Item for the Block (Only works on blocks with Inventory Space)*
> *N - Toggle the status at start*

Specific tile usage:

Monsters: These have a starting location, which can be set to different states as 'new'. Some, such as the slime or fire monster can only move on specific tiles.

Minecarts: There are tiles used for both setting the path and setting the origin. Each track should have a beginning with a cart and an end.

Axes and Crushers: Will automatically work, however you can alter their timings via their values.

Fireballs: Must be triggered. Other values can alter their speed and colour.

Boulders: Must be given an origin and a path from the available tiles. They should be given a pit or similar to fall into at their end.

Monsters: Each monster will only move on tiles of the same type as their origin. Additional monsters can be added to these tile types from the information window. An arrow is visible on the map to show which direction the monster is set to first move.

Scares: Scares are cosmetic and in place for atmosphere. They will usually require the player to trigger them, so targets should be placed from the tile you wish to trigger. They should be rotated in the correct orientation to best display them. Some experimentation may be required to ensure they have the desired effect and do not go through walls or react in unconvincing ways. An arrow is visible on the map to show the direction the scare will face or travel when relevant.

Teleporters: Teleporters will transport the player instantly to the target location.

Checkpoints: Upon losing a life players will be taken back to the last checkpoint they passed. These are invisible and should be set before difficult sections to ensure players do not have to retrace steps too far upon dying. When all lives are lost the player will be placed at their last Savepoint.

Savepoints: Savepoints are usually placed at the start of a level. Upon losing all lives the player will be sent back to their last savepoint.

Stairs: Stairs represent the start and end of the current level.

Music: Music blocks allow you to set a music track. When triggered the game music will fade across to the specified track.

Other tiles, including cosmetic and other hazards are available, so feel free to explore and experiment with what is available.

Items:

Items can be placed upon specific tiles with Item slots.

Health bottles, vials should be placed strategically in order to help the player move through the game.

Crystals: Red, Blue, Green and Orange Crystals function as items that must be collected to pass specific colour coded doors. These colour required for each door can be set via the door's information values.

Crystals: Idols are collectables and are usually set to one per level, however you do not have to include them if you do not wish.

Keys: Gold, Silver, Broze, Cobalt. These correspond to doors and wall-mounted keyholes of the same colour.

Notes: Any text currently copied to the clipboard will be pasted into the note that you place.

Health Bottles: Revive all lives.

Health Vials: Revive a single life.