Love is Blind : Mutants

Game Manual

The Game is in Alpha state, and so there are lots of changes and features yet to be come. The main purpose of this manual to give insights about Game mechanics and Controls.

:Controls:

Hardware Needed:
Keyboard & Mouse

WASD Keys
To move the Player

Mouse Left Click:
- Interact with Objects
- "Next dialogue" in Dialogue Scene

Mouse Right Click Drag:
- Rotate View around the Player

Mouse Wheel Scroll:
-Mouse Wheel Scroll Down for Linear View.
-Mouse Wheel Scroll Up for Top View.

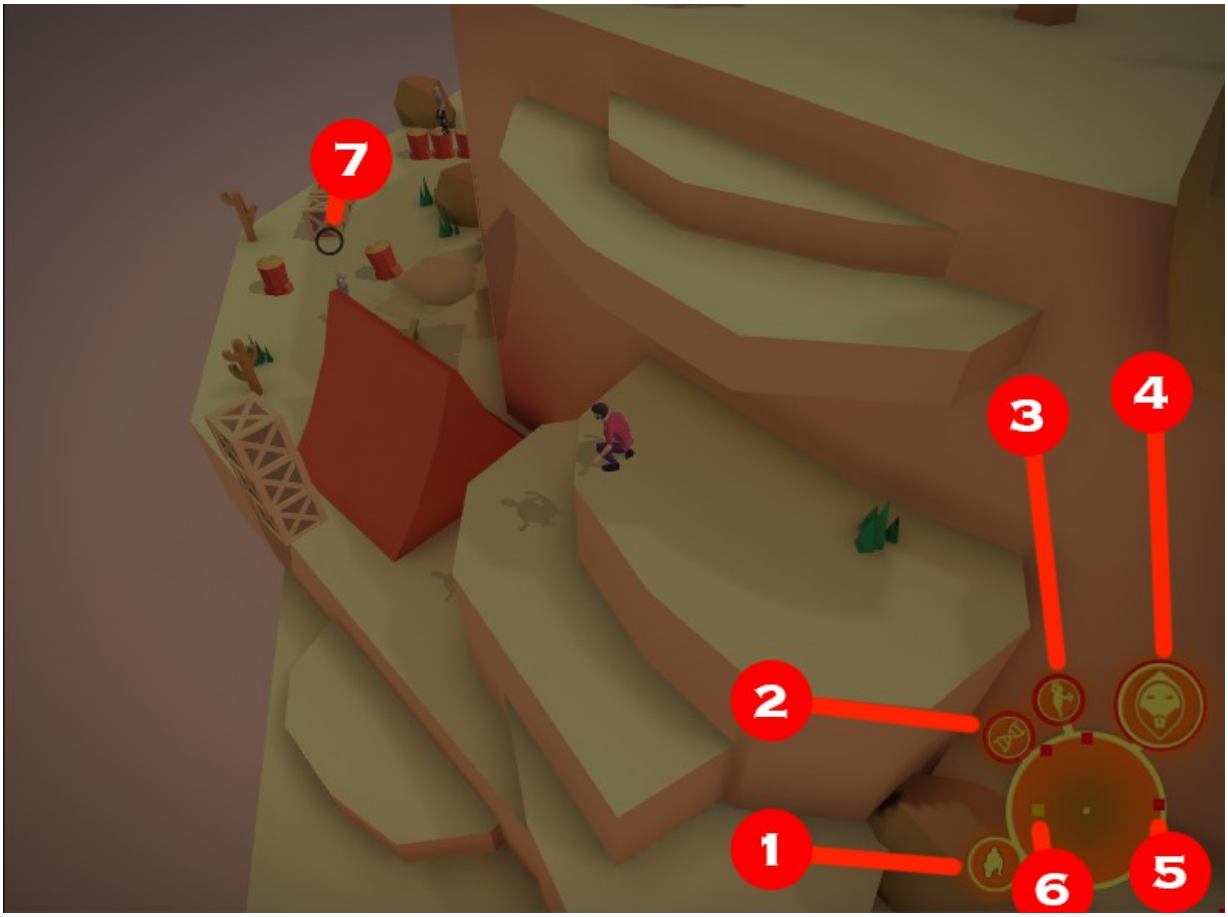
SpaceBar:
- Climb
- Skip Dialogue Scene. Only applicable when that particular Dialogue Scene is already encountered once.

F Key:
- Toggle Morphing.

Tab Keyboard
- Toggle Movement State (Sneak, Walk or Run)

Mouse:
Mouse hover to dynamic objects like Characters, Barrels, Crates etc to check which items are interactive. Mouse Left click to interact with it.

:Hud:



1) Show the current Movement state (Sneak, Walk, Run)

2) Morphing Status and Power. It turns **Green** when Active. The Power bar starts to decrease when the player is in Morphed State. The Power fills automatically.

3) Telekinesis Status and Power. It turns **Green** when Active. The amount of power used depends on the type Action. The power fills automatically.

4) Health Bar and Visibility status. **Health bar never fills.**
- This icon turns Red when Enemy becomes aware of you and your position and then attacks
- This icon turns Green, when Enemy is still aware but can't see you. this would be the best chance to Hide, Distract or Morph.

5) It shows the direction and location of a Mandatory Mission.

6) It shows the direction and location of an Optional Mission.

7) It shows how suspicious the Enemy is towards you. If it fills completely RED then he/she will Attack.

:Interactives:

1) Search
- Search for items, files, keycards etc.
- No Telekinesis power is needed.
- Maximum range is 20 meters.

2) Push
- Gives a slight push. Also creates a Faint sound.
- It needs 20% Telekinesis power.
- Maximum range is 20 meters.

3) Kick
- Gives a power kick. Also creates a High sound.
- If Enemy is neutral then it will knock out him for 5-10 minutes.
- But, if Enemy is aware of you then, he/she will rise in few seconds.
- It needs 40% Telekinesis power.
- Maximum range is 13 meters.

4) Kill
- Kills Living Entity
- It needs 60% Telekinesis power.
- Maximum range is 5 meters.

:How to win?:

1) Be silent, Be Quite
- It is recommended to use “Sneak” as your primary movement state. Sneaking will not create any sound. Walking will create low sound and Running will create high sound.

2) Distract your Enemy
- Use your telekinesis power to distract Enemies. Move remote Barrels or Crates! “Push” is better if you just want to distract near by enemies as it create low sound. “Kick” is better if you want to create high sound and so will distract many enemies.

3) Kill or Kick your enemies only when it is needed.
Your powers are limited so use it wisely. Don't just blindly kill or kick your enemies. It may render you powerless.

4) Observe the Pattern then Act