

# AVOLITION

USER'S MANUAL

# C⊕NFIGURATI⊕N



When starting the game, a basic configuration screen will be shown. The available options are:

Video options:

Fullscreen or Window – Clicking on one of these options will switch between full-screen mode and windowed mode.

Resolution – Clicking on any of these options will change the resolution of the game window.

Bloom or No-Bloom – Clicking on these options will allow you to turn on or off the bloom post-process filter.

Anti-Aliasing or No-Anti-Aliasing – These options allow to disable or enable multisample anti-aliasing (MSAA) to smooth jagged edges.

Enable Safe Mode – Turning this on will disable all advanced visual features and render the game using the fixed function pipeline. In other words the game will look much worse, but it should run even on old and less powerful computers, laptops or tablets.

Sound options:

These two sliders allow you to set the volume of the sound effects and music.

Start.

Clicking on the Start button will start the game.

## KEY CONFIGURATION...

Clicking on this button will show the key customization dialog window, as shown on the screen:

AVOLITION <span>✕</span>		
	KEY1	KEY2
FORWARD	W	ARROW_UP
BACK	S	ARROW_DOWN
LEFT	A	ARROW_LEFT
RIGHT	D	ARROW_RIGHT
CAMERA LEFT	Q	DELETE
CAMERA RIGHT	E	PAGE_DOWN
ACTION 1	MOUSE1	ENTER
ACTION 2	MOUSE3	SPACE
ZOOM IN	WHEEL_UP	R
ZOOM OUT	WHEEL_DOWN	F
<div>BACK</div>		

## ADVANCED OPTIONS

The configuration menu shown when the game is started is not the only way to configure Avolition. All the options set using that utility are saved in a text file called 'autoconfig.txt'. It is a simple text file and can be edited with any text editor, but it is advised to make a separate text file and to name it 'config.txt', the game will recognize that file as a configuration file and read all the values stored in that file (overriding any other settings).

List of valid configuration values:

Name	Value	Description	Example
win-size	XXXX YYYY	The size of the game window. It can be any pair of values as long as it's supported by the display driver and monitor.	win-size 800 600
music-volume	from 0 to 100	Volume of the music. 0 is mute, 100 is the loudest.	music-volume 50
sound-volume	from 0 to 100	Volume of the sound effects. 0 is mute, 100 is the loudest.	sound-volume 100
bloom	0 or 1	Enables (1) or disables (0) the bloom post-process filter	bloom 1
multisamples	0, 2, 4, 8 or 16	Enables multisample anti-aliasing. 0 or 1 is off, higher values give better image quality but can slow down rendering dramatically!	multisamples 2
fullscreen	0 or 1	If set to 0, the game will run in windowed mode, set to 1 for fullscreen mode.	fullscreen 1
safemode	0 or 1	Enables (1) or disables (0) the safe mode	safemode 0
key_action1	key_name1 key_name2	Sets a keybind (it is advised to set keys using the configuration utility)	key_action1 mouse1 enter
key_back	key_name1 key_name2		key_back s arrow_down
key_action2	key_name1 key_name2		key_action2 mouse3 space
key_zoomout	key_name1 key_name2		key_zoomout wheel_down f
key_cam_right	key_name1 key_name2		key_cam_right e page_down
key_right	key_name1 key_name2		key_right d arrow_right
key_zoomin	key_name1 key_name2		key_zoomin wheel_up r
key_left	key_name1 key_name2		key_left a arrow_left
key_forward	key_name1 key_name2		key_forward w arrow_up
key_cam_left	key_name1 key_name2		key_cam_left q delete
show-frame-rate-meter	0 or 1	If set to 1, the game will show the current framerate in the upper left corner.	
sync-video	0 or 1	Enables (1) or disables (0) video synchronization. When enabled it will cap the	

		framrate to the refresh rate of the monitor (usually 60FPS)	
buffer-size	128, 256, 512, 1024 or 2048	This is the size of the offscreen buffer used for rendering shadows and the bloom filter	buffer-size 1024
force-parasite-buffer	0 or 1	You might set this to 1 if you don't trust your graphics driver's support for offscreen buffers.	force-parasite-buffer 1
red-blue-stereo	0 or 1	Enables (1) or disables (0) red-blue 3D anaglyph rendering (you will need red-blue 3D glasses)	red-blue-stereo 0
default-converge	from 1- to ???	This can be used to adjust the shift between the red and blue channels when using 3D anaglyph rendering	default-converge 25
texture-anisotropic-degree	from 0 to 16	Values higher then 1 will enable anisotropic filtering for all textures	texture-anisotropic-degree 2
texture-scale	from 1.0 to 0.1	This will scale all textures by the given factor, so setting it to 0.5 will reduce all texture sizes by half. Only recommended for computers with very little video ram	texture-scale 0.5
texture-scale-limit	from 4 to 1024	This option is valid only if texture-scale is lower then 1.0. This allows to set a minimum texture size. Textures smaller then this will not be scaled down.	texture-scale-limit 256

# CHARACTER CREATION

## AVOLITION

SELECT CHARACTER:



When the game starts you will see four characters standing by a bonfire, you will need to click on one of them to select the character you want to play. When a character is selected you will be given the option to customize the skills of the character and select the level you want to start in.



## CLASSES AND SKILLS:

In Avolution you can select one of four character classes. Each class is unique in its own way. In many other games the choice is cosmetic, playing as a 'mage' looks the same as playing as an 'archer' - both have range attacks, sometimes both have area of effect attack, melee classes offer at best the choice between many fast attacks or few stronger ones.

Each character has two actions and six skills in three pairs.

### R⊕GUE:



The Rogue is an excellent archer and even if arrows don't do as much damage as magic, she is the most dangerous of all the characters thanks to her ability to cripple enemies.

Holding down the primary action key you can fire arrows with different speed and power. The longer you hold down the key the more powerful will be the attack. The arrow is released when you release the key.

Holding down the secondary action key will allow you to sprint – move twice as fast for a short period of time.

### SKILLS:



#### PROWESS:

More damage

#### FINESSE:

More critical hits

#### CRIPPLE:

Slow down enemies

#### BLEED:

Damage over time

#### PIERCE:

Arrows pass through targets

#### BARBS:

One hit counts as two



# WITCH



The Witch uses magic to depose of her enemies from afar. She can harm many enemies at once or deal massive damage to a single target. She doesn't use any armor, so every hit can be a deathblow, but luckily she's fast on her feet, so she can outrun all of her enemies. Because she deals the most damage she is without doubt the strongest character.

Holding down the primary action key allows you to gather ambient magical energy and form it into a small sphere. Releasing the key launches that ball at a selected point -it will explode on impact . Holding the key down makes the Magic Bolt more powerful - the explosion will be bigger and so will be the damage. But be careful - you can't move while charging this attack, and the explosion will harm you if you are to close.

When you hold the secondary action key a bolt of lightning shoots from her hands, electrocuting anything in its path. The damage can vary according to her skills, but it always is very, very effective. It is also simple to use and easy to aim, it hits instantly and it hits everything.

## SKILLS:



### STATIC CHARGE:

Linear damage increase

### RAPID CHARGE:

Exponential damage increase

### THUNDER:

More damage to near targets

### LIGHTNING:

More damage to far targets

### DAMAGE:

Magic Bolt deals more damage

### BLAST:

Bigger Magic Bolt explosion



# GLADIATOR



The Gladiator is a strong melee fighter. He's the only one brave (or foolish) enough to fight monsters in hand-to-hand combat. He doesn't rely on heavy armor, the secret of his success is the smart use of a shield and knowing when to move out of the way of incoming attacks. Some of the other classes can deal out more raw damage, but because he has the most hit points, can regenerate life and block attacks - The Gladiator is the strongest of them all.

Holding down the primary action key allows you to put more strength into a attack - the longer you hold it down, the stronger the attack will be. The attack is executed when you release the key. Releasing early on allows for a overhead swing - a fast attack, but it will only ever hit the nearest enemy right in front of you. Holding it longer allows to make a horizontal swing hitting everything in a wide arc - and if you move your mouse in just the right way, you can actually hit all the monsters in a 360 degrees arc.

Holding down the secondary action key allows for a block. But you can only block for a very short time. When blocking you can't move, you can't attack and you can't charge your attack, but depending on your passive skills you can block up to 100% of incoming damage. Time the block and attacks right and you are invincible!

## SKILLS:



**CRITICAL HIT:**  
Chance for a critical hit



**DAMAGE:**  
You deal more damage



**SPEED:**  
Your move faster



**BLOCK:**  
Your block is more effective



**REGENERATION:**  
You heal over time



**ARMOR:**  
You have more Hit Points

# DRUID



Like the Witch, the Druid uses arcane powers to defeat his enemies, but his spells are nothing like those of the Witches. His powers are difficult to use but allow him to flood levels with deadly lava and teleport with a blink of an eye - no other character can match powers like that.

Holding down the primary action key allows you to create a ball of lava out of thin air. The longer you hold the key the bigger the ball will grow. The ball follows your mouse cursor and with a bit of skill you can throw the ball into any direction. If the key is released or the ball hits something it starts to lose its shape, forming a small lake of molten rock. Anything that tries to pass this lake of fire will burn (including the Druid himself).

The Druid moves very slow, but using the secondary action key you can teleport instantly to any point. Mastering this technique allows to avoid all attack and lure enemies right into your magma traps.

## SKILLS:



### WARP FIELD:

Faster recovery after teleport



### PHASESHIFT:

You can teleport more often



### VOLCANIC ACTIVITY:

Magma is bigger



### HEART OF FIRE:

Magma lasts longer



### MAGMA FLOW:

More magma at once



### BURNING DEATH:

Magma deals more damage

# GAMEPLAY

After customizing your character and starting the game you will see this:



Your character will always try to face in the direction of your cursor. By default you can move your character using the W,S,A, D keys, the left mouse button is the primary action key and the right the secondary action key.

The green bar at the bottom of the screen represents your current health. Each time you get hit by monsters a portion of the bar will vanish and the bar itself will start changing its color from green to red. If the bar vanishes entirely your character will die. Some defeated monsters will drop health potions, to drink one and restore your health to full, move your character close to the bottle and click on the bottle icon.



A health potion

## IN GAME CØNFIGURATIØN:

Clicking on the gears in the upper left corner will show the in-game options. You can set the volume of the sound effects and music here, change the current music track, enable or disable the automatic camera movment or exit back to the character creation screen.



## HEALTH RINGS:

All monsters that have been damaged have health rings. The color of the ring shows the monsters health status - green is undamaged, yellow is wounded, red is almost dead. You could say this is shown as a percentage, green =100%, red=0%. The thickness of the ring shows how many hitpoints the monster has.

## KEYS AND LØCKS:



A key and a Lock

Each level has one exit, to progress to another level the exit will need to be unlocked, but to unlock it you will first need a key. A key is dropped by a random monster after you have defeated a set number of enemies. The key can be picked up just like a health potion – stand close to it and click on the key icon, once you have the key go to the exit (marked with the lock icon) and click on the lock icon.