**Fragments – Special Abilities Breakdown**

#01 – Wall run

**Body part:** Legs

**Found in area:** 1

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Description:** Run up walls vertically

**Used to:** Reach places unavailable before

**Challenge:** Identify appropriate walls, build up enough speed

**Required input:** Hold down “move forward”-button

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Summary:**

Running into certain walls (visually identifiable by a slope at the start and end) makes the character adjust to the slope and run up the wall vertically. You can only move upwards/forwards while on a wall. As you’re running, your speed constantly decreases. If it reaches 0 and you’re still on the wall, the character’s body parts fall back to the ground and reassemble there. The same thing happens if you press the “move backwards”-button.

#02 – Breathing out

**Body part:** Torso

**Found in area:** 2

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Description:** Pushes away movable objects nearby

**Used to:** Relocate objects to solve puzzles, unlock ways blocked by objects

**Challenge:** Find correct push direction, time button release to control push distance

**Required input:** Hold down “ability A”-button and release it after some time

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Summary:**

Hold down the “ability A”-button to breathe in and charge up. While charging, you can no longer move but still turn around the character. Releasing the button, unleashes a stream of wind in the direction the player is aiming at. The stream follows a cone shape with a broad origin and pointy end. Movable objects in this stream are pushed away from the character. This happens either in the direction of the cone or in a straight forward direction. Testing will show which solution feels more intuitive. The distance the objects are moved depends on how long the button was held down. Objects may collide with walls and bounce off again. This prevents the objects from falling into a dead end where the player cannot get behind them anymore.

#03 – Hook shot

**Body part:** Arms

**Found in area:** 3

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Description:** Aim at something solid to be launched towards this location

**Used to:** Reach places unavailable before, speed up general level traversing

**Challenge:** Identify a solid goal location, aim at it precisely, estimate the ability’s range correctly

**Required input:** Hold down “ability B”-button to start aiming, release to trigger the hook shot

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Summary:**

Hold down the “ability B”-button to enter aiming mode. The camera moves closer to the character’s shoulder and a crosshair appears, indicating where the player is aiming at. While in aiming mode, you cannot move but turn around and up/down. Releasing the button extends your arms into the direction you’re aiming at. There is a maximum range for the arm extension so players cannot skip entire areas with a single use of the ability. If your arms hit any solid surface, the character is launched towards this location. If your arms don’t hit anything solid, they quickly return to the character and the ability may be used again.