

# Installation & Usage Manual

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## 1 Installation

Running the provided SwitchSetup.exe file will automatically configure the game in the specified directory of your choice. The option of placing a shortcut to the game on your desktop is offered. You can either run the game from this shortcut or at Switch/Switch.exe in the installation directory.

In order to uninstall, an executable file also exists inside of the directory in which there is the game. By clicking it one may follow the given steps to uninstall Switch from its computer.

## 2 Starting a game

In the 'Play' menu, the host must fill in the name of the server in the top-left field and then click 'Make room'. Other players should then be able to join the room by clicking on the server in the list on the right hand side of their screen. The top-right field is for the player's name. It is important that you choose your character by clicking on one of the four buttons available under start sync . Once every player has joined, click the 'Start Sync' button to launch the game.

## 3 Commands

These will be the commands will be available once one is in a game

The following elements can be changed via the unity startup menu

- W (Vertical +) : Moving forward
- S (Vertical -) : Moving backward
- A (Horizontal -) : Strafing left
- D (Horizontal +) : Strafing right

The following elements cannot be changed:

- E (Power Up) : Uses your Power Up
- LeftShift (Dash) : Will make your character dash forward
- LeftAlt (Fly downward) : When dead, enables one to move downward
- Spacebar (Jump / Fly) : When alive, enables one to jump, when dead, enables one to fly
- Escape (Escape Menu) : Will bring up the escape menu
- TAB (Scoreboard) : Will display the scoreboard of the current game
- Left Click (Activate traps) : When dead ,will activate the trap at the center of the screen

## 4 Goal

The goal of the game is to get to the objective map as quickly as possible. In order to do that, it is necessary to avoid all the traps placed in the levels. Monsters will run towards each player they encounter, Dead players will try to get in the way to get back to life, be aware of everything that is going on. Each player may get 1 point per objective collected. The first player that gets to three points will win the game.

Good Luck !