RING OUT!

Ver0.1

Game Manual
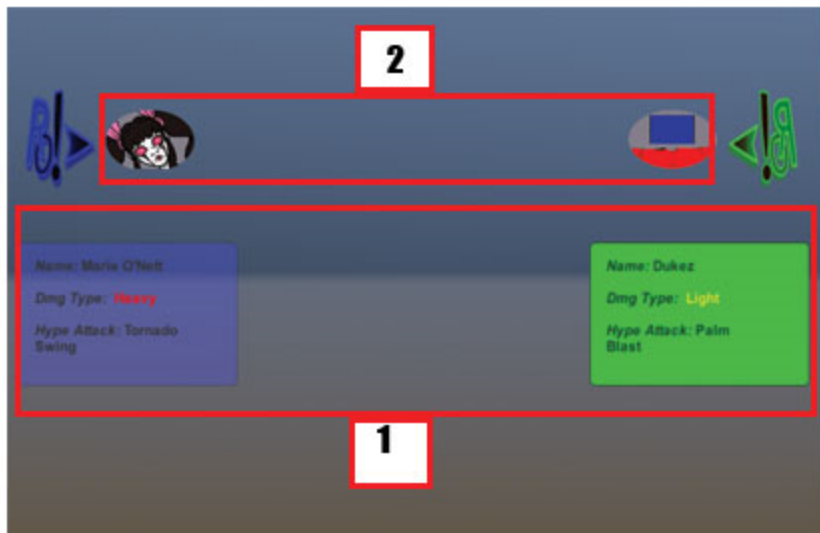
Table of Contents

starting the game

Main Menu

1. **Player Vs Player** - Start a Game of Ring Out with two human players

2. **Quit** - will quit the game and return to your desktop screen
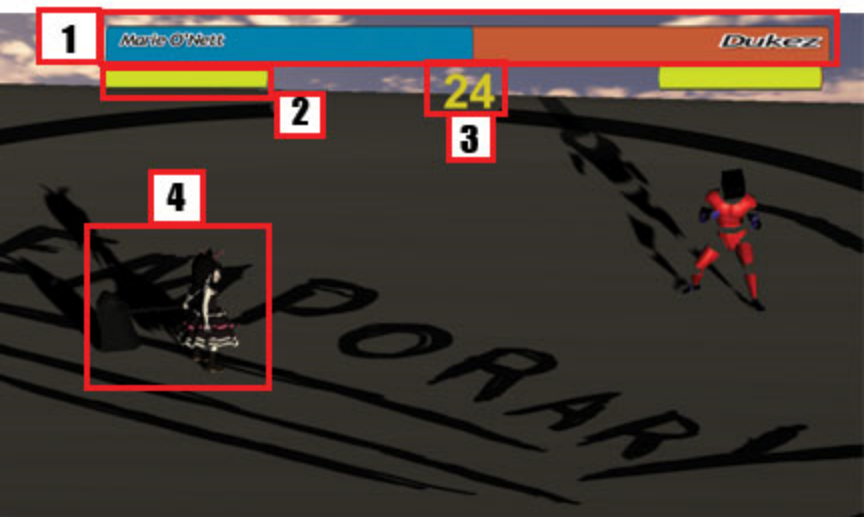
starting the game (Continued)

Character Select

1. **Character Info** - this info panels provide basic information about the character you currently have highlighted including: Name
   Damage Type
   Hype Attack

2. **Characters** - These are the characters that can be selected

starting the game
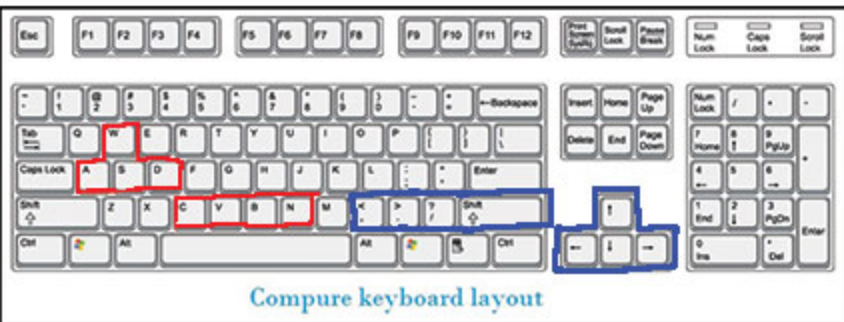# (Continued)

Game Screen

1. **Momentum Bar** - A tug of war like health bar, deal damage to gain momentum, once full you'll be able to perform your characters Hype Attack.

2. **Stamina** - Your stamina auto rechares, if you dash or block you will lose stamnia, lose all of it and you wont be able to dash or block until it fully recharges

3. **Timer** - if the timer reaches zero with no ring out victory, the player with the most momentum wins

4. **Character**- This is the character you selected

Basic Controls

Compure keyboard layout

WASD- Directional movement
C - Dash
V - Attack
B - Jump
N - Block

Arrows - Directional Movement
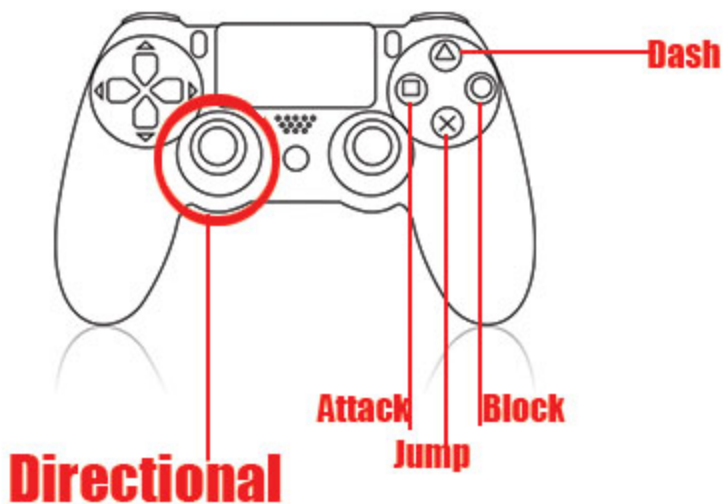**Comma - Attack**
Period - Jump
Forward Slash - Block
Shift - Dash

Basic Controls

How to play

Dash

Attack

Jump

Block

Directional

Basic Controls

Basic Combat Controls

Attacks- press the attack button to perform a basicattack or repeatedly to perform a string of attacks. Some attacks will knock your opponent back

Knockback - getting hit while airborne or by a characters knockback attack will leave you unabe to control movement and be briefly vunerable to ring out or follow up attacks

Dashing - press the dash button to consume a portion of ..stamina and evade or chase your opponent in clever ways

Block - Drains stamina as you hold the block button, While blocking you are invincible to all attacks or Hype Attacks

Hype Attacks - Completely fill your momentum and become hyped for a short while. while hyped your attacks are replaced with a single use special move that will ring your opponent out land it, if you miss you become briefly - ..stunned and vunerable to attacks

Modes

Player vs Player - Local Multiplayer , two humans battle it out in a best 2 out of 3 match scenario

Quit - Close the game and return to desktop

Credits

:Game Design
Alfred
Producers
Miguel
Alfred
Sound Design
Hutch
Alfred
Programming
Alfred
Josh
Art
Ilapix
Miguel
Alfred
QA
Alfred
Miguel
Eric

B2.0