Ascian Player Manual

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About

Ascian, from the Latin phrase Ascius, translates to “without a shadow.” This game follows a group of good shadow creatures through a never ending battle to defeat evil shadow monsters. The game is a simple, arcade-style, time-killing, horde shooter; complete with upgradeable shadow characters and special abilities.

Controls

During Gameplay

Movement ----- Directional Keys

Basic Attack ------- W,A,S,D Keys

Throw Out Shield -- Space bar

Special Ability ------ Left Shift Key

Pause Game -------- P Key

When Paused

Unpause ------- P Key

Exit Game ----- Q Key

Upgrade Shop

Scroll Through Items ------- Left, Right Keys

Purchase Upgrade ---------- P Key

Equip Upgrade ---------- Enter Key

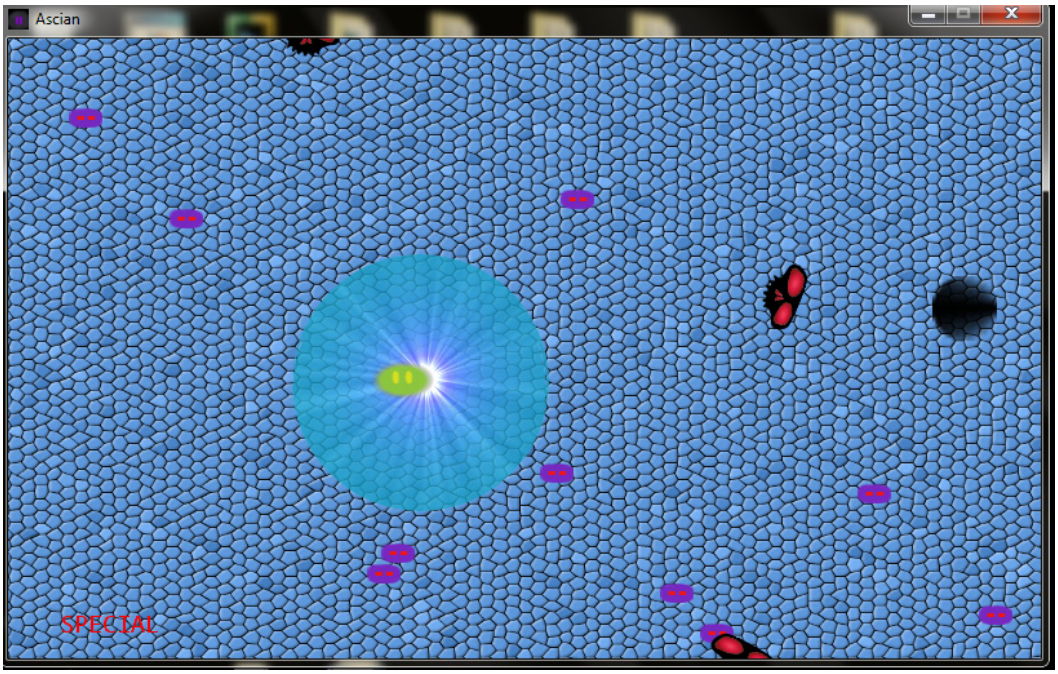
Unequip Upgrade ---------- Backspace Key

Other Screens

Back To Main Menu ---------- Escape Key

Game Play

The idea during game play is to battle enemies without getting cornered, or overwhelmed. This can be accomplished through strategic use of shields and special abilities. Experience points are awarded for each enemy destroyed. After 30 seconds of survival, strange creatures called Shadow Eaters arrive. These creatures spin, and randomly discharge dark matter. All enemies award double experience points after 30 seconds of survival. This benefit continues until you are eventually overwhelmed and respawn.



For every 100 experience points, a game credit is earned. These game credits can be used in the Upgrade Shop to purchased different characters with various special abilities. These abilities are discussed in more detail in the Special Abilities section. The game has an Autosave feature which saves your game profile every so often, so no need to save your progress manually!

Special Abilities

Smoke - (Cost 10)

This ability allows for the player to place a grid anywhere in the arena. Any enemy within the grid will be disoriented and move sporadically for approximately 8 seconds.

Ice - (Cost 20)

This ability allows for the player to place freeze a grid anywhere in the arena. Any enemy within the grid will be frozen in place for approximately 8 seconds.

Fire - (Cost 100)

This ability allows for the player to erradicate all enemies in the arena with a giant fire wave.

*Note - All special abilities have a cool-down period. Special abilities are avaliable based on the “Special” icon in the bottom left corner of the screen.

Minimum System Requirements

Operating System : Windows XP, Vista (Service Pack 2 or greater), 7, or later

Graphics : A graphics card with DirectX 9.0c or later with Shader Model 1.1 or later, with 256MB DVRAM or 512MB SVRAM

Processor/RAM - >= 1.6GHz with at least 1GB RAM

Produced By

Programming

Jeff Bornemann. A 2012 Computer Science graduate from Appalachian State University

Graphical Lead

Ryan Mitchell. A 2012 Industrial Design graduate from Appalachian State University.

Audio Production

Chris Jirak. A 2011 Music Industry and Recording Engineering graduate from Appalachian State University.