

ANIMA: GAME MANUAL

1. INTRODUCTION

Welcome to the game manual of ANIMA. In this document you can find all the information you need in order to get the full gaming experience out of ANIMA. In order to play ANIMA you need a modern pc with XNA Framework 3.0 installed.

2. STORY

In ANIMA you play Erko, a survivor of an almost extinct race. Your race was once superior and owned a big temple. But now many barbaric Argonic soldiers have taken over your temple. They have also killed many people of your race, including your brothers. Erko wants to take revenge on the Argonic soldiers. In order to do that he has to find a mighty power source inside the temple. But the Argonic soldiers rule the temple now, so they can be found everywhere inside the temple.

Erko has completed his study on a special ability. Erko has the ability to take over enemies and use the powers of the enemy he has taken over. In order to find the mighty power source, Erko has to use his ability to solve the puzzles he will encounter during his journey to the mighty power source.

3. CONTROLS

All the controls of the game are listed below. During the game you can also access the controls by pressing ESCAPE and selecting CONTROLS from the popped up menu.

3.1 CONTROLS WHILE IN MENU

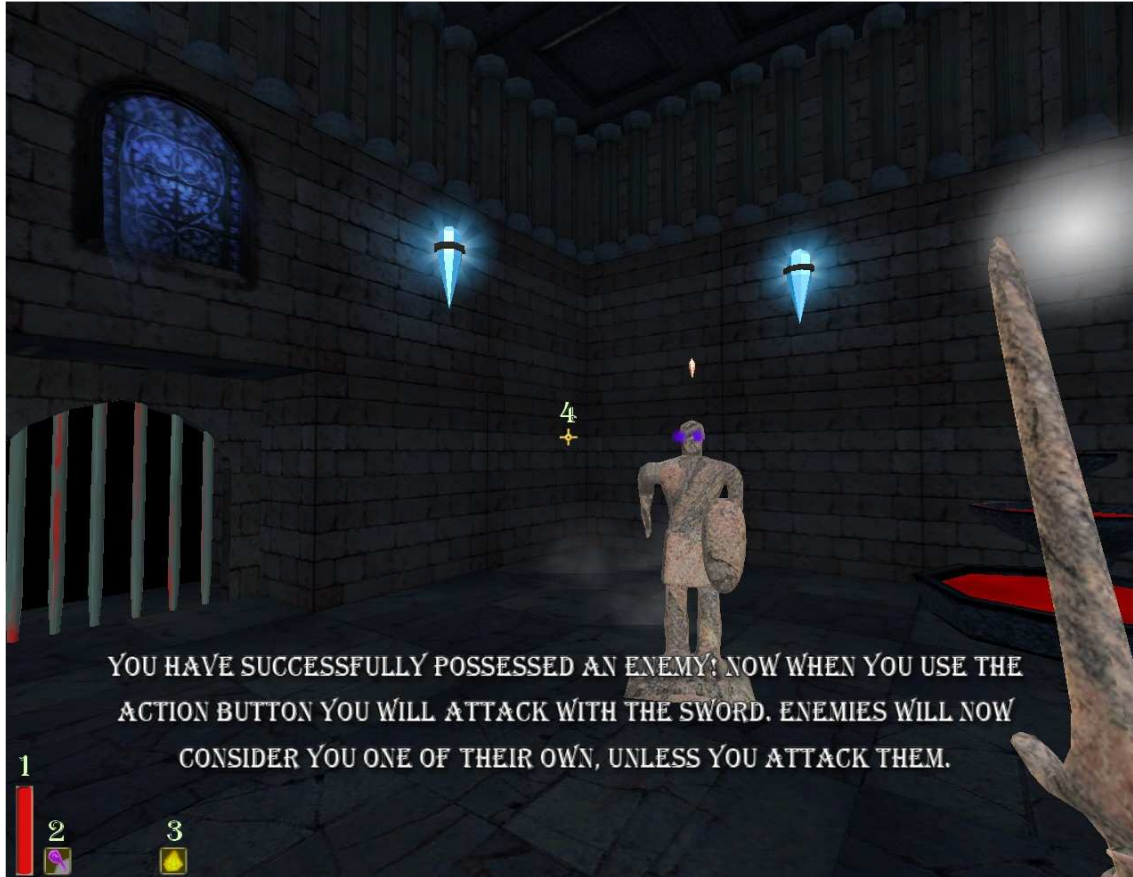
ARROW UP	Change menu selection
ARROW DOWN	Change menu selection
ARROW RIGHT	Change menu selection
ARROW LEFT	Change menu selection
ENTER	Confirm menu selection
ESCAPE	Go to main menu or exit menu

3.2 CONTROLS WHILE PLAYING

KEYBOARD W	Move forwards
KEYBOARD S	Move backwards
KEYBOARD A	Move left
KEYBOARD D	Move right
MOUSE MOVEMENT	Aim
MOUSE BUTTON LEFT	Do action (if possible)
MOUSE BUTTON RIGHT	Dispossess an enemy (if possible)
SPACE BAR	Jump
LEFT CONTROL	Sneak
ESCAPE	Bring up menu

4. HEAD UP DISPLAY

Below you can find a screenshot of ANIMA. All the head up display elements are numbered. Each number corresponds with a number in the list below the screenshot. The list explains the meaning of each number.



Number Meaning

- 1 Health bar; this indicates how much hit points you have left.
- 2 Possess icon; if shown, this means you possessed an enemy.
- 3 Key icons; if shown, you currently have a key of that color in your inventory.
- 4 Crosshair; the crosshair shows if certain actions are possible. You can find a list of crosshair icons below.

Crosshair icon Meaning



Normal crosshair; no action possible and the player is just walking.



Sneak crosshair; no action possible and the player is in sneak mode.



Open/Close crosshair; possibility to open or close a door, if you have the key.



Locked crosshair; door is locked and impossible to open.



Possess crosshair; possibility to possess an enemy.

5. WORLD BUILDER

ANIMA comes with a world builder. With this world builder you can build your own temple with puzzles. You can find the world builder in the WorldBuilder folder in the ANIMA installation dir. You can find a list of controls in the world builder by pressing 'H' while running the world builder.

After you have finished building your own temple it's important not to forget to save your temple by pressing 'F5'. This will generate the required files you need to copy to the game. Copy 'level.txt' and 'levelrot.txt' to the Content/Textfiles folder inside the ANIMA installation directory. Once you start the game, your level will be automatically loaded.

6. CREDITS

This game is produced in cooperation with TU Delft and HKU students. The TU Delft students were responsible for everything related to get the game programmed and running. The HKU students were responsible for all the graphics related content and the whole storyline and game play.

6.1 PROGRAMMERS

Bart Bollen - Programming
John Ciocoiu - Programming
Rob Post - Programming

6.2 ARTISTS

Casper van Beuzekom - Textures
David Keyner - Models
Charissa Korebrits - Models
Marjolein Pronk - Models

6.3 THANKS TO

Rafael Bidarra – Project Leader
Jassin Kessing – Programming Assistant
Nick Kraaijenbrink - Programming Assistant

And all the testers and other people who helped to make the game as it is!