

WALFRIDO ABEJÓN

EL OCASO DE SARA

USER'S MANUAL

English

INSTALATION...

Windows

Unzip the file **ODSxxx.zip** in the whised directory, inside the folder **ODS**/ there is an exe called **ods.exe.**

The application also can be launched from the launcher **ods_launcher.exe.**

Linux

For execution in linux is needed (besides direct rendering), the previous instalations of this packages:

- OpenAL Soft >= 1.4 **(*)**
- Smpeg >= 0.4.5
- SDL >= 1.2
- SDL Image >= 1.2
- Freeglut >= 2

Unzip the file ODSxxx.zip in the whised directory, inside the folder ODS/ there is an exe called ods.exe.

(*)Inside de folder "Source/Utils" you can find a script for OpenAL Soft installation called "openalsoftinstall.sh".

CONFIGURATION...

You can configure some variables for the game editing **config.txt** inside the folder **ODS**/ on windows is posible to edit this file with a visual program called **ods_launcher.exe**).

- **scr_width y scr_height:** game resolution.
- **scr_fc:** 1 fullscreen, 0 windowed
- **scn_smap:** 1 active shadows, 0 deactive shadows
- **lang**: 0 español, 1 English
- **Debug:** 1 active debug messages, 0 deactive it.
- **ctrl_mouse_speed:** 1 to 10, define mouse speed
- **ctrl_reverse_3rdy:** 1 reverse Y axis for 3rd person view, 0 stay normal
- **ctrl_reverse_3rdx**: the same as before for X axis
- **ctrl_reverse_1sty**: 1 reverse X axis for 1st person view, 0 stay normal

CONTROLS...

Basics

KEY	ACTION
W,A,S,D	Move Sara
Space	Jump
Control left.	Crouch
Mouse	Move the camera
Mouse left button	Attack / Action
Mouse right button	Switching 3rd person, 1st person view (1*)

(1*)Sometimes the game won't let switching the view, this will happen when you see this symbol on the upper right corner of the window:



Advanzed

Sneaky mode

When you are standing if you keep pressing the crouch key while pressing directional keys Sara will move in a sneaky way, doing this, you can be closer to the enemies.



Jump, grab and impulse

The more you press **jump key** the higher you jump.



Once you started your jump if you collide with a wall while you are holding a ascending trajectory you can press **jump key** again to jump using it.

Sara can grab to ledges holding down the **Crouch key** while she is in the air. While she is grabbing she can climb to the element pressing the **Jump key** and the desired direction.

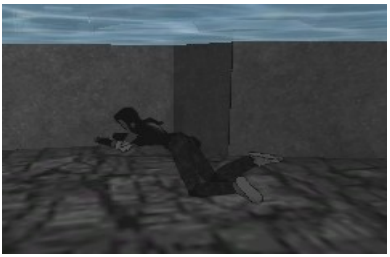


Swimming

While Sara is inside deep waters, she will start swimming, you can move through this using the **directional keys**.

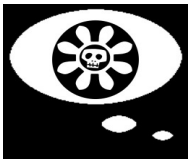
Sara will sink slowly, if she didn't have too much inertia you can stabilize her on her current altitude holding **crouch+jump keys**.

If you want Sara to be submerged you should hold the crouch key, instead if you want Sara to emerge you should press the **jump key**.



Attack

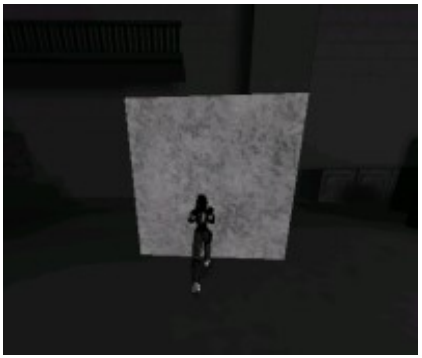
The attack may change depending on camera and context. On 1st person view the attack will always be a shot, nevertheless while you are on 3rd person view two things may happen, by default the attack will be a kick but if you can get closer enough to a enemy's back without being discovered you will see this icon next to Sara:



If you press the **Attack key** on this moment Sara will execute an attack that will kill instantly the enemy.

Pushing blocks

In some levels you can find cubes like this:



This cubes can be pushed by Sara, simply moving Sara in front of it and pressing the **directional keys.**