MANUAL

Contents

Game Description

DIVO - this is an unusual, bright and dynamic arcade game, in which we manage the cavy in a cyber wheel! Our hero must for limited time to reach the finish point is at the level of that simultaneously avoiding collisions with enemies and collecting all sorts of bonuses, for the successful completion of levels! The game also has various elements of puzzles where we have to find certain items in order to pass this or that obstacle. Levels represent as a large tower (tower rotation depends on the movement the main character) around which are placed all the game elements: platforms, teleporters, traps, etc.

Key features

- 25 unique levels;
- 4 boss-levels;
- 2 modes of movement of the protagonist: NORMAL mode and the MAGNET;
- The original design of the levels at which the levels are not have "left" or "right" edge, and also allows the player to walk around the tower.
- Game support Stereoscopic 3D;
- Enhanced graphics effects: Glow, SSAO, Soft Shadows. (Require Pixel Shader 3.0 support)

System requirements

Operating system: Windows XP or higher

Processor: 1.5 Ghz or higher

Memory: 512 Mb

Hard disk space: 120 Mb

Video: GeForce 9500 or Radeon 2600 with 256 Mb

Sound: DirectX-compatible sound

DirectX®: 9

Main menu

New Game - Choose this item to begin new game.
   1A - Field for input of a name of the player.
   1B - The button of start of new game.
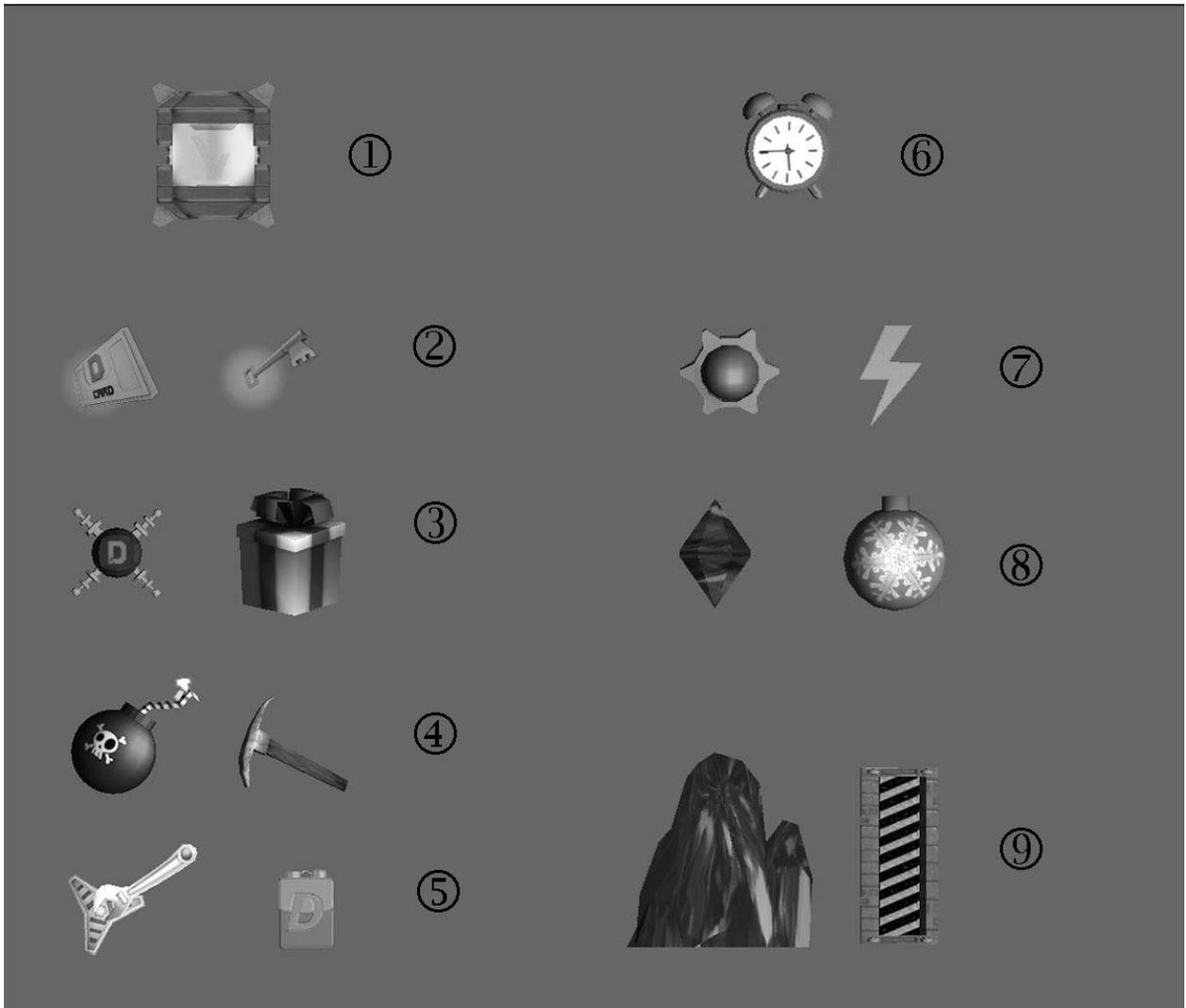**Continue** - To continue passage of game or to play in any of earlier passed levels.
Options - Choose this item to choose the sanction of the screen, to change adjustments schedules, turn on / off window mode, to adjust loudness of sounds and music, to include a mode 3D Anaglyph for video.
Scores - To look the list of the best results.
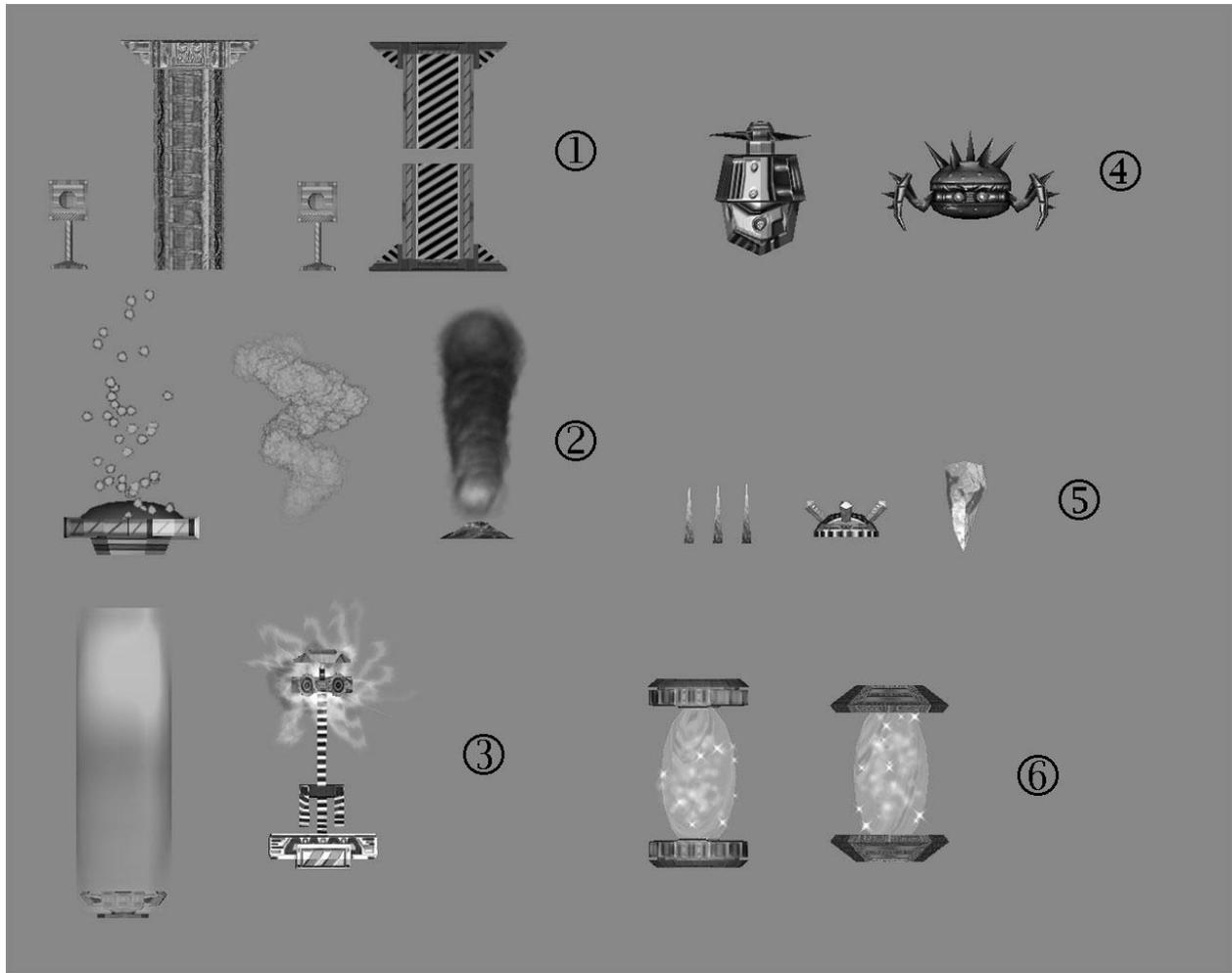**Credits** - Creators of this game
Exit - Choose this item to leave game.

Some kinds of bonuses

1 - Icon to finish a level.
2 - Bonuses for opening doors.
3 - Rare bonuses.
4 - Use these subjects to blow up objects blocking passes.
5 - Use these bonuses for completion of health.
6 – This is bonus adding time.
7, 8 – This bonuses giving additional points.
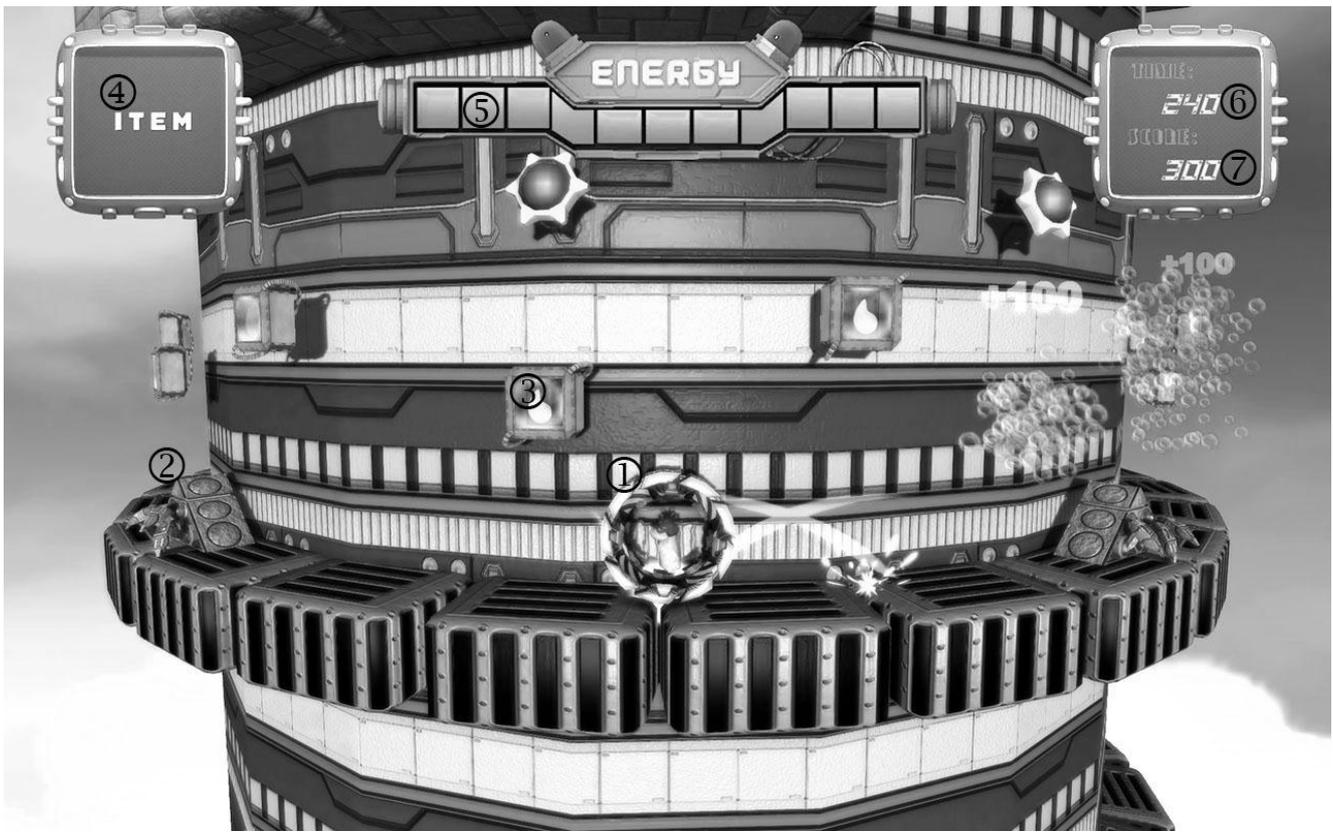9 - Objects blocking passes.

Interactive objects

1. **Doors.** Open by means of keys or cards.
2. **Jumpers.** Helps to jump higher and farther.
3. **Lifts.** Use them to reach remote places at a level.
4. **Enemies.** Try not to deal with them, if possible jump.
5. **Dangers**. Be careful, they too your enemies.
6. **Teleport.** Help to get in other area of a level.

Game control

Default key/ button	Action
LEFT Arrow / **LEFT Mouse button**	to move left
RIGHT Arrow / **RIGHT Mouse button**	to move right
UP Arrow / **Both LEFT + RIGHT Mouse button**	jump
Space / **MIDDLE Mouse button**	change navigation mode
ESC	pause menu
F8	hide HUD
F7	show HUD

Game interface

1. **Player.** Your protagonist.
2. **Enemy.** Be careful.
3. **Bonus.** Pick them.
4. **Item.** Shows that you have some object. A player can only have one item at a time.
5. **Health.** Displays the current health of the player.
6. **Time.** Displays the remaining time allotted to complete a level.
7. **Scores.** Displays the current number of points.

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