
Aevumblade Chronicles Manual

Alpha Version 4.5.0

Controls

Mouse and Keyboard:

Jump – Space Bar

Dodge – Space Bar (Only in combat)

Action/Interact - E

Sprint – Shift (Click/Toggle once to enable/disable sprint)

Pause – Enter or Escape

Lock-On - Q

Lock -On Switch (Left or Right) – Left Alt (Hold) and Move mouse Left/Right

Display Quest Board – Z

Left Ctrl – Walk (Toggle On/Off)

Numbers 1-5: Skill Selection Shortcut

Skill Switch – Mouse Wheel Up (Move Skill Right) OR Mouse Wheel Down (Move Skill Left)

Attack – Left Mouse Button

Special Ability – V

Target Focus– F (Commands partners to focus on the locked-on target)

Ultimate Attack – Middle Mouse button

Guard – Right mouse button

Controller (Nintendo Switch Control Layout):

Jump – B

Dodge – B (Only in Combat)

Aevumblade Chronicles Manual

Action/Interact - A

Sprint – Left Thumb stick button (Click/Toggle once to enable/disable sprint)

Pause – Special Right Button (+)

Lock-On – Right Thumb stick button

Lock -On Switch (Left or Right) – Left or Right D-Pad button(s).

Display Quest Board – Special Left Button (-)

Skill Switch – Left or Right Shoulder Buttons

Attack – Y

Special Ability – Left Trigger (ZL)

Target Focus– D-pad Up (Commands partners to focus on the locked-on target)

Ultimate Attack – X

Guard – Right Trigger (ZR)

Aevumblade Chronicles Manual

MAIN MENU AND CHARACTER SELECTION



Upon booting up Aevumblade Chronicles you will eventually have a main menu selection screen as displayed above.

Begin – Starts the game demo

Graphics Settings – Gives players the ability to modify their video and graphical experience (some modifications may require a reboot of the level; this means upon applying the change you must undergo though the process of entering a new game level for the changes to work. DO NOT QUIT THE GAME THIS WILL RESET ALL SETTINGS)

Sound Settings – Gives the player the ability to modify their sound options to their content

Quit – Quits the game

Aevumblade Chronicles Manual

Select Hero – Changes starter character upon starting the game (The Default is Marcus)

COMBAT



Once Locked on to an enemy you will be presented with a combat HUD as displayed above.

Blue Bar – Player's Health

Small Green Bar – Experience points bar

Green Bar – Player's combo connection remaining time

Top Purple Bar – Enemy Health Bar

Top Thin Bar (Below enemy health bar) – Damage Limit Bar (Makes enemy vulnerable to Launch/Daze Status Effect when the bar is full and player uses correct attack effect).

Aevumblade Chronicles Manual

Yellow Shield Bar – Enemy Shield Amount (Varies on enemy)

Lower Right Arrow – Player current position indicator

Lower Left Diamond – Special Ability Indicator (Turns blue when skill is available)

Bottom Skill Selection – Displays the current skill being used and the skills ready to be used

Bottom Purple Bar – The Skill Points bar. Displays the amount of SP you currently have

Controls Display – Found on the lower left and right side of the screen, shows the controls for combat.

Skill Arts/Effects/Type Explanation

When engaged in combat you will have 5 skills that you may use against the enemy. Along with the skill it is important to consider its base attack damage, animation length and combo length.

Be sure to consider the following subcategories within a skill:

Skill combo chain multiplier: Skill combo multiplier is basically the length of the combo you have being multiplied by the current skill's base damage. *For example, let's say you have chained 4 skills successfully into a combo and are about to use a skill with a base damage of 50 to chain finish the combo chain (resulting in 5 combo hits total). The total damage done from the last hit will be 250 damage points ($50 * 5 = 250$).*

Aevumblade Chronicles Manual

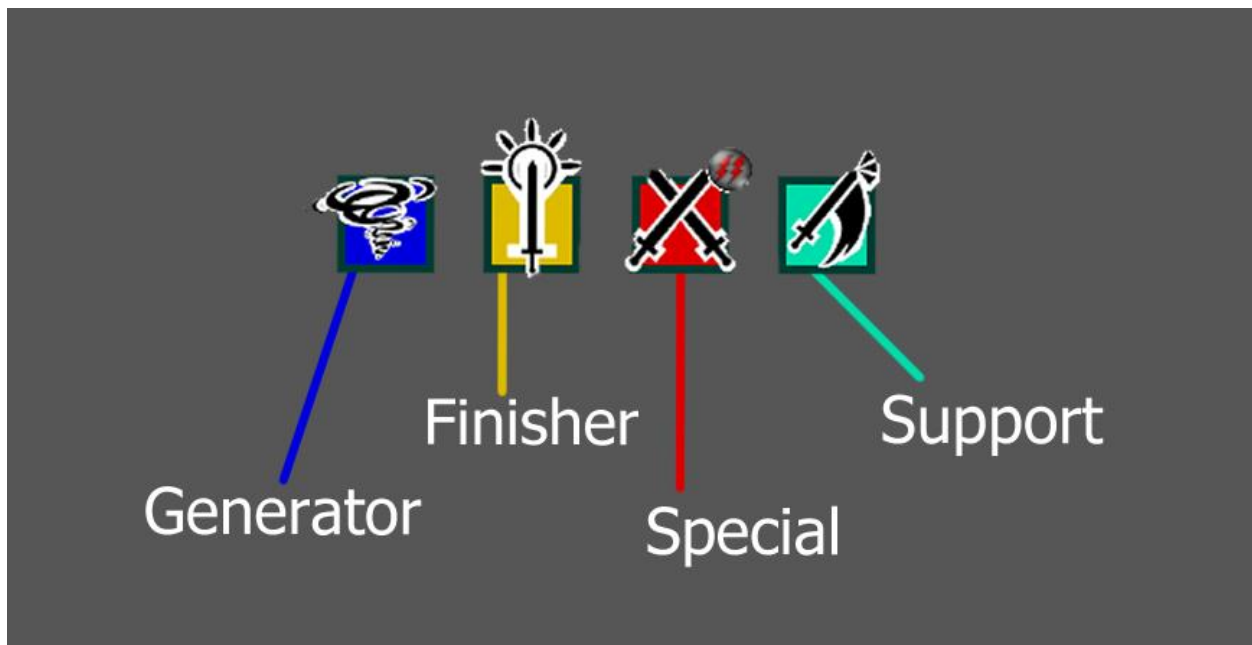
Perfect timing chain: Not only will chaining combos successfully will increase the amount of damage you inflict, but you will also be granted 2 times as much from the total if you time the combo correctly! *For example, let's say you have a combo of 2 with skill's base damage of 25. If you were to ordinarily chain the 2nd skill you will get a result of 50 damage points*

$25 \text{ [base damage]} * 2 \text{ [combo length]} = 50 \text{ total damage} * 1 \text{ [no perfect chain]} = 50 \text{ damage}$

However, when considering perfect timing on chaining the combos this will instead result in 100 damage points!

$25 \text{ [base damage]} * 2 \text{ [combo length]} = 50 \text{ total damage} * 2 \text{ [perfect chain]} = 100 \text{ damage}$

Skill Types

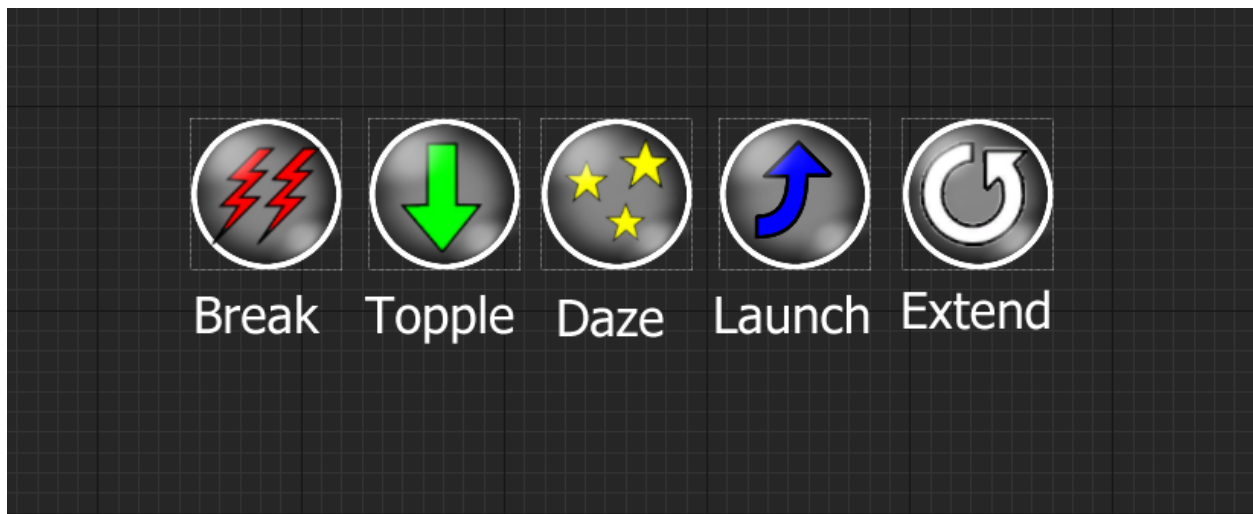


1. **Generator:** Attacks that generate small amounts of Skill points (SP) when executed

Aevumblade Chronicles Manual

2. **Special:** Special attacks have higher damage but will consume Skill Points (SP)
3. **Finishers:** Finisher have the highest damage and consumes a great amount of Skill Points (SP). Additionally, you will not be able to combo chain this to another attack, thus resulting in resetting the combo chain.
4. **Support:** Special skills that help support/heal/buff your allies. Require Skill Points (SP) to execute. Be sure when using this skill type you will commit fully since the effects will take time to execute (you will need to finish the animation for the support skill to activate).

Skill Effects



Certain Skills may have an icon above them indicating their effects that can be inflicted towards the enemy.

1. **None:** Have no special effects
2. **Break:** Breaks or decreases the enemy's shield (varies on enemy stats)

Aevumblade Chronicles Manual

3. **Topple:** Reduces decrementing value per tick from the damage limit bar, making it easier to inflict daze or launch
4. **Daze:** Makes the enemy vulnerable and unable to attack for a short amount of time
5. **Extend:** Extends the time limit for the current status effect
6. **Launch:** Makes the enemy vulnerable easily to elemental status effects (currently not available in 4.5.0)
7. **Element:** Inflicts elemental status effect to the enemy (currently not available in 4.5.0)

Attack Position



Attack damage is also affected by the side in which the enemy has received the attack. There are 4 types of attack positions. Failing in attacking at the correct direction will result in the attack damage being reduced.

1. **Any:** No restriction on what side required to fully inflict damage to the enemy
2. **Front:** Must be facing the enemy directly in front to inflict full damage
3. **Side:** Must be at the enemy's side (left or right) to fully inflict damage
4. **Back:** Must be behind the enemy to inflict full damage to the enemy

Aevumblade Chronicles Manual

Combat Explanation

Attacks: Some attacks require to use some Skill Points or SP. Each character starts off with a full bar of their skill points however, it will deplete so long as you use skills that require SP to activate it. Make sure to conserve some of the skill points throughout your fights to have a higher chance of remaining victorious. It is also important that some Sword Arts do not use Skill Points (Skill 1 in all three characters do not require Skill points). If you run low on skill points, you will be able to replenish since skill points slowly refill overtime. Another alternative to regain skill points is by deflecting an attack.

Combo time bar: Once an attack has been initiated, a bar will appear that will eventually deplete and disappear depending on the skill and combo string you have used. This bar is displaying the amount of time the player must throw an additional attack thus creating a combo chain. If left the bar to deplete this will reset the combo string of the skill you are using to the default. *For example, if a player began attacking, the bar will begin to display the time remaining to successfully add another attack, if properly done the skill combo will continue to go until the end of the skill combo limit is reached.*

Combos: Combos are essential to winning a battle and are experimental. There are various types of possible chains that can be done with the given number of skills. The higher the combo string

Aevumblade Chronicles Manual

is the higher the attack damage is. Combos do not have to be from the same skill set given.

Players can continue the combo chain event with different skills. The only factor to consider is your combo limit, which is the amount of hits you can make before the combo resets.

Attack Damage: Attack damage is the damage being done to the target. Attack damage will depend on your combo length, chain timing, attack position and base attack. The more you chain your combo the higher the damage you will be rewarded.

Guarding: When guarding the damage received will not be completely nullified but reduced to a certain amount. *For example, when a player is not guarding, they will receive a total damage amount of 50 but when guarding it will be reduced to less than 20.*

Dodging: Dodging is more of a positional mechanic than a invisibility one, you may want to use dodge to distance or move towards a certain spot from the enemy. Dodging will be based on the input direction your character is moving to. *For example, if you are moving left on the analog stick and press the dodge button you will dodge to the left side.*

Special abilities: Each character has a unique ability that may benefit them during battle. Try each of them out and master it. *Note: currently as of version 4.5.0 only Marcus and Azura have*

Aevumblade Chronicles Manual

special abilities, the remaining 3 characters will have their ability implemented in a soon future update!

Ultimate: Special abilities can only be activated when in battle. These abilities are very powerful attacks that the character throws. Additionally, once the ability has started up, the player will gain super armor until the attack is finished or canceled.