

Project Sirius Player's Manual

Basic Controls

The player moves with the keyboard and rotates facing and aim by moving the mouse. The game assigns particular keys by default to control each action. Keys can be reassigned in the settings menu.

Player Action	Key
Move Forward	W
Move Left	A
Move Backward	S
Move Right	D
Jump	Space while on ground
Double Jump	Space while in mid-air
Air Dash Forward	Double-Tap W
Air Dash Left	Double-Tap A
Air Dash Backward	Double-Tap S
Air Dash Right	Double-Tap D
Wall Kickoff	Space while in mid-air and holding move key toward adjacent wall
Crouch	Shift
Fire Frostbolt	Left Mouse Button
Fire Wolfwind	Right Mouse Button

Special Maneuvers

Double Jump

The player may start a jump at any point in mid-air, gaining additional elevation as if the point in the air was a platform he can jump from. This ability may only be used once during each continuous period of time spent in the air. It may be used once during a jump or fall, but once used, the player must land before using it again. Using this ability enables the player to change movement direction in mid-air to the direction of the new jump.

Air Dash

While in mid-air, the player can air dash by double-tapping a movement key in the direction to dash toward. The air dash is a half-second burst of very fast horizontal flight in the chosen direction. Using the air dash stops the player from falling during its duration. The air dash also cancels any upward momentum from jumping. After any air

dash, the player starts falling as if from the apex of a jump. The air dash may be used only once during each continuous period of time spent in the air. It may be used once during a jump or fall, but once the air dash is used, the player must land before using it again. Using this ability enables the player to change movement direction in mid-air to the direction of the air dash.

Wall Kickoff

While in mid-air adjacent to a wall, the player can kick the wall to jump up and away from it. The player can do a wall kickoff by pressing the jump key while holding a directional move key toward the adjacent wall. The wall kickoff makes the player travel the same vertical distance as a normal jump. This also moves the player away from the wall in the direction opposite to that of the move key pressed to activate the kickoff, at the same horizontal speed as his run. Unlike the double jump and air dash, there is no limit to how often the wall kickoff may be used.

Heads Up Display (HUD)



Frostbolt Charge Time

When the player fires the Frostbolt, the charge time bar fills up entirely and gradually empties over time. The player may not fire another Frostbolt until the timer empties out.

Wolfwind Charge Time

When the player fires the Wolfwind, the charge time bar fills up entirely and gradually empties over time. The player may not fire another Wolfwind until the timer empties out.

Remaining Shields

When attacks strike the player, the shield level decreases. If an attack drops the shields down to zero, the player is defeated and must restart from the last checkpoint. If the player is not struck by any attacks for fifteen consecutive seconds, the shields recharge back to a maximum of 100.