

KICK BEAT™

STEAM EDITION





TABLE OF CONTENTS

<u>03</u>	<u>Game Modes</u>
<u>03</u>	<u>Importance of Timing</u>
<u>03</u>	<u>Character's Fatigue</u>
<u>04</u>	<u>Types of Enemies</u>
<u>04</u>	<u>Enemies with Orbs</u>
<u>04</u>	<u>Press and Hold</u>
<u>05</u>	<u>Character Health</u>
<u>05</u>	<u>Character's Chi</u>
<u>05</u>	<u>Available Orbs</u>
<u>06</u>	<u>Scoring System</u>
<u>06</u>	<u>Unlocking Content</u>
<u>07</u>	<u>Custom Tracks</u>
<u>08</u>	<u>Game Modes</u>
<u>08</u>	<u>More Help</u>



Game Modes

KickBeat is a music-themed action game that challenges the sense of rhythm. It requires you to press the action buttons on your keyboard / action or directional buttons on your controller in a sequence dictated on the screen based on the musical instruments and singing.

Enemies come at you in a pattern that matches the beat of the music. On higher difficulty levels they might also be tied to vocals and instrument sounds that differ from the base rhythm of the beat.

Each of the incoming enemies should be hit right before they attack you by pressing the action buttons on your keyboard / action or directional buttons on your controller. Every time you miss an attacker, your health will decrease. Missing too many of them leads you to suffer defeat, but each time you will be prompted to have another try to beat the music track. Finally, if you survive until the end of the song, you will be victorious.

Importance of Timing

Each enemy steps in from an outer circle and gets ready to attack while moving a quarter-circle around you. You have to prevent that attack with a counter-attack right before it happens by using the action button corresponding to the enemy's direction. If there is more than one enemy trying to hit you the same time, you have to press all of the corresponding buttons simultaneously.

It is important to hit the enemies precisely before they attack to get the perfect audio-visual feedback. With a perfect hit, the player character hits the enemies more smoothly and the sound of the hit feels exactly on the beat.

Some TV sets have an audio/video delay that makes playing difficult. Try adjusting the Music lag parameter in the Sounds menu if you experience audio latency problems. You will be prompted to confirm your changes if you want to adjust the parameter in-game, because the track needs to be restarted in order to maintain its effects!

Character's Fatigue

One counter-attack is enough to defeat an incoming enemy! You should avoid mashing the buttons or else you will exhaust your character for a short time, making him or her unable to act. Less is more!



Types of Enemies

There are three distinct types of enemies which are differentiated by their colors:

- The enemy in yellow is the basic, single target enemy
- Enemies in blue come rapidly one after the other and can be defeated with a fast combo chain
- Enemies in red come at you at once, and you have to use action buttons simultaneously

A "+" after Good or Great means you were a little bit early; a "-" means you were a little bit late.

Some of the keyboards prevent multiple keys to be pressed simultaneously. Please try another keyboard if you encounter this problem!

Enemies with Orbs

Enemies with icons floating above their heads are carrying orbs. There are many different orbs, but let us concentrate only on their acquisition for now.

You need to counter the attack of an enemy with an orb by tapping the appropriate button two times instead of just a single press. If the double tap is fast enough, you will collect the orb and enjoy its benefits.

Missing a double-tap causes the combo chain counter to reset on Expert and Master difficulties.

Press and Hold

Enemies connected by a bright, glowing stripe can be defeated by using the press, hold and release mechanics. You have to counter the attack of the first enemy as you would do with a single target enemy, but you must hold down that button until the next one reaches you. Releasing the button at that time will automatically make you counter his attack. There is no need to press the button again except to collect an orb.

You can only receive the score bonus for these type of enemies on a successful release. Using two single attacks instead of the press, hold and release mechanics on Expert and Master difficulties breaks your combo chain.



Character Health

When you fail to counter the attack of an enemy, he hits you and you lose some health. Your actual health is shown on the center of the floor: it is the lower part of the yin yang. If it completely depletes, you suffer defeat and must retry to beat the song from the beginning.

It is possible to regain life by collecting health orbs, but be warned, these are not available on Expert and Master difficulties.

Character's Chi

The other part of the yin yang under your character shows your chi. It is empty at the start of a song, but slowly fills up as you counter enemy attacks and collect chi orbs. As with health, You lose chi upon getting hit by enemies. When your chi reaches a certain level, an activation icon appears in the lower left corner of the screen. You can activate it by pressing the chi button (Space by default) on the keyboard / LB or LT button on the controller.

When the chi meter fills completely, it starts to pulse. Any chi earned while the meter is full is lost!

Upon activation, your character will enter Chi mode, which consumes chi over time and lasts until the chi meter becomes fully depleted. While in Chi mode, your score multiplier is doubled.

Available Orbs

There are many orbs in the game, and all of them have different effects. The orbs and their effects are as follows:

- Health: it restores health to your character
- Chi: it adds chi to your chi meter
- Score: it adds score to your total
- Multiplier: it increases the score multiplier for a short time
- Shockwave: it can be activated to eliminate all nearby enemies
- Shield: it can be activated to make you invulnerable for a short time

Upon acquiring a shockwave or a shield orb, an activation icon appears in the lower right corner of the screen. The activation slot contains only one orb, which is always the last you have picked up. To activate it, you have to press the powerup button (right shift by default) on the keyboard / RB or RT button on the controller. For information on the orb collection, please see the enemies with orbs section.



Scoring System

The total score of a given song is a measure of your performance. In order to score the most points possible, you need to defeat consecutive enemies without any misses to increase your combo chain count, defeat all the enemies in a section for the perfect section bonus, collect score and multiplier orbs, and activate your chi to double your score multiplier.

On Expert and Master difficulties, your combo chain count will reset if you fail to collect an orb or fail to execute the press, hold and release mechanics. On the other hand, the combo chain count will not reset in these cases on normal and hard difficulties, but the score bonuses will be lost.

The achievable score of a song goes up significantly if you dare to choose higher difficulties. An expert track is meant to represent the full challenge where you need to flow flawlessly with the song. Of course, the stakes can be raised to another level by choosing Master difficulty. On Master, the directions of the incoming enemies are fully randomized at each try. Go for a perfect playthrough on Master if you want to maximize your high score to occupy your deserved spot at the top of the scoreboards.

You get a 1 to 5 star rating depending on your performance if you complete a song. The color of the stars is based on the difficulty: bronze, silver, gold and platinum. Your character and outfit unlocks are based on these stars. The special red star, the 6th one, can be earned if you are able to do an outstanding performance on Expert or Master difficulty. The coolest outfits can be unlocked with red stars so it is worth to practice. Green stars earned in the Beat Your Music mode are only there to show your results and do not count towards unlocks. The number of green stars is limited in Normal and Hard difficulties, so switch to a higher difficulty setting if you want to maximize your result.

The scoreboards contain the following statistics:

- All Time: the highest scores by songs
- Survival score: the highest survival score
- Total score: the sum of the highest score on each track and boss battle
- Dojo score: the sum of your score plus all of your friends' scores.

Unlocking Content

By meeting various requirements, you can unlock new playable characters, cool outfits and game modes. Check out the complete list of these requirements in the Unlockables menu.



Custom Tracks

You can create custom tracks and play them in the Beat Your Music section, but the game supports the mp3 audio format only!

The step by step description of your music's customization process:

- Fill out the Track name field
- Fill out the Artist name field
- Use the BPM calculator tool to determine the correct values for the BPM (beats per minute) and Beat start parameters
- Adjust the variance slider only if you have already tried the first variance of your song and want to try different enemy patterns
- You are allowed to fill out the BPM parameter yourself if you already know it from another source and do not want to use the calculator
- You can fill out the Beat start parameter as well
- Use the Listen option to ensure that the parameters are right!

Important notes for the BPM and Beat start parameters:

- It is essential to determine the correct values for both of the parameters to generate playable enemy patterns for your music. You can either use the built-in BPM calculator or type them in yourself
- BPM stands for the tempo of the music and the Beat start parameter represents the exact time of the first beat of the music, it is highly advised not to adjust them randomly!
- By choosing the calculator, you will be prompted to mark the beats of the music
- You have to mark at least 6 beats in a section to allow the calculator to extrapolate the timing of the beats for the whole music. However, you can make the extrapolation more accurate if you mark more beats in a section
- Please use the same tempo for all of the sections to ensure the creation of an enjoyable track
- The higher the determined value of the BPM is, the more dense the pattern of enemies will be
- If you have problems determining the correct values, you can ask the KickBeat community for help at <http://forum.zenstudios.com>!
- Using parameters from other sources may not always work for your song, because the beat start parameter of the different mp3 files might differ

It's NOT advised to use music that has one or more of these qualities:

- There are long segments in the music without the beat
- The tempo of the music changes from time to time
- The tempo of the music is either too slow or too fast

Ideally, the tempo of your preferred music does not change, constantly and clearly lets you hear the beats throughout, and keeps a pleasant pace.



Game Modes

- Training: Begin your journey with the Tutorials
- Story: Play the story of Lee or the story of Mei
- Free Play: Play any of the songs you have unlocked or make a playlist of them to play more in a chain
- Beat Your Music: Use the provided tool to create custom tracks of your favorite music
- Survival Mode: Play through all the tracks in the game consecutively on Master difficulty with no resets between songs
- Visualizer Mode: Set up a track or playlist, then just kick back and watch the action. Must be unlocked first.

More Help

Still need more help? Come visit the KickBeat forums at <http://forum.zenstudios.com> and we'll be happy to assist you.