

Windlands Manual v1.0.0.3

Game Overview

Windlands is a First Person Grappling hook adventure game. Use your moving, jumping and grappling hook skills to find the Power Crystals and Restore power to the broken civilization. Alternatively try some challenge maps, find all the tablet artifacts, relax and create your own adventures or try some speed running!

Windlands Tips

- Windlands is a game about managing your momentum - pay attention to which direction you are moving and how fast to avoid falling off a cliff.
- Windlands may feel floaty (low gravity) and slidey (on ice), this is by design, it enables amazing parkour chains, it takes some getting used to, but once you get it, you will be doing amazing moves, patience and practice
- Practice Wall Jumping, there will be situations where you will need to combine this with Grappling!
- You can chain multiple Wall Jumps after another to reach higher and further, as long as you keep your speed up.
- You can double jump with a double press.
- You can jump off a bush backwards, fall some way and then use your hooks, this is a great way of getting height.
- Try to get a flow using the grappling hooks (avoid hitting walls or climbing to the top of the trees every time) and try to alternate between both. E.g fire right hook, release and fire left hook. You will be able to traverse levels much quicker this way.
- You can submit feedback on maps directly to us (which includes the location) from the pause menu
- Collecting Tablets completes the mosaics on the sides of the machine in the main hub.
- For first time players aiming can be challenging. You can enable a targeting reticle from game options to help get started.
- Above all, have fun!!!

Controls

Keyboard

Default Keyboard Layout

WASD: Player Movement

[W] / [UP] : Move Forwards

[A] / [DOWN] : Move Backwards

[S] / [LEFT] : Strafe Left

[D] / [RIGHT] : Strafe Right

[SPACE] / [RIGHT CTRL] : Jump (You can jump off walls to perform wall jumps)

[1/LEFT MOUSE BUTTON] : Fires Left Grappling Hook

[3/RIGHT MOUSE BUTTON] : Fires Right Grappling Hook

[DELETE] / [BACKSPACE] : Respawn To Last Checkpoint (HOLD DOWN for 2 Seconds to Return to Hub or Restart a Challenge Level)

Advanced Keys

[Q] / [COMMA] : Turn Left

[E] / [PERIOD] : Turn Right

[LEFT SHIFT] / [C] / [SLASH] : Stop Rope Pulling

[LEFT CTRL] / [Z] / [M] : Extend Rope

[F5] : Targeting Reticule

[T] : Toggle Total Game Time

[L] : Toggle Total Level Time

VR Only Keys

[F2] : Comfort Cage (Cycle through three options or off)

[F3] : Default Turning

[F4] : Comfort Turning

[F6] : Floor Markers

Special Keys:

[ESCAPE] : Pause Game

[R] : Recenter Tracking on Oculus Rift

Alternative Keyboard Layout

WASD: Player Movement

[Z] / [UP] : Move Forwards

[S] / [DOWN] : Move Backwards

[Q] / [LEFT] : Strafe Left

[D] / [RIGHT] : Strafe Right

[SPACE] / [RIGHT CTRL] : Jump (You can jump off walls to perform wall jumps)

[1/LEFT MOUSE BUTTON] : Fires Left Grappling Hook

[3/RIGHT MOUSE BUTTON] : Fires Right Grappling Hook

[DELETE] / [BACKSPACE] : Respawn To Last Checkpoint (HOLD DOWN for 2 Seconds to Return to Hub or Restart a Challenge Level)

Advanced Keys

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[F2] : Comfort Cage (Cycle through three options or off)

[F3] : Default Turning

[F4] : Comfort Turning

[F6] : Floor Markers

Special Keys:

[ESCAPE] : Pause Game

[R] : Recenter Tracking on Oculus Rift

Mouse

[LEFT MOUSE BUTTON] : Fires Left Grappling Hook

[RIGHT MOUSE BUTTON] : Fires Right Grappling Hook

[MIDDLE MOUSE BUTTON] : Respawn To Last Checkpoint

* Keep the mouse button pressed so the grappling hooks "Pull" you, this will give you momentum to make the next move!

Game Pad Controllers

Default Controller Layout (XBOX and PS):

[LEFT STICK VERTICAL] : Walk Forwards or Backwards

[LEFT STICK HORIZONTAL] : Strafe Left and Right

[RIGHT STICK VERTICAL] : Look Up and Down

[RIGHT STICK HORIZONTAL] : Turn Left and Right

[A] / [CROSS] : Jump (You can jump off walls to perform wall jumps)

[L2] : Fires Left Grappling Hook

[R2] : Fires Right Grappling Hook

[Y] / [TRIANGLE] : Respawn To Last Checkpoint (HOLD DOWN for 2 Seconds to Return to Hub or Restart a Challenge Level)

* Keep the trigger held to be "Pulled" or see below to scout out your next move.

Advanced Buttons

[B] / [CIRCLE] / [L1] : Extend Rope

[X] / [SQUARE] [R1] : Stop Rope Pulling

Special Buttons:

[START] : Pause Game

[D-PAD LEFT] : Toggle Total Game Time

[D-PAD RIGHT] : Toggle Total Level Time

[BACK] : Recenter Tracking on Oculus Rift

Alternative Controller Layout (XBOX and PS):

[LEFT STICK VERTICAL] : Walk Forwards or Backwards

[LEFT STICK HORIZONTAL] : Strafe Left and Right

[RIGHT STICK VERTICAL] : Look Up and Down

[RIGHT STICK HORIZONTAL] : Turn Left and Right

[A] / [CROSS] : Jump (You can jump off walls to perform wall jumps)

[L2] / [X] / [SQUARE] : Fires Left Grappling Hook

[R2] / [B] / [CIRCLE] : Fires Right Grappling Hook

[BACK] : Respawn To Last Checkpoint (HOLD DOWN for 2 Seconds to Return to Hub or Restart a Challenge Level)

Advanced Buttons

[L1] : Extend Rope

[R1] : Stop Rope Pulling

Special Buttons:

[START] : Pause Game

[D-PAD LEFT] : Toggle Total Game Time

[D-PAD RIGHT] : Toggle Total Level Time

[D-PAD UP] : Recenter Tracking on Oculus Rift

HTC Vive 3D Controllers

Beginner (Walk & Jump)

[LEFT PAD UP PRESSED] : Walk Forwards

[LEFT PAD DOWN PRESSED] : Walk Backwards
[RIGHT PAD PRESS] : Jump
[LEFT TRIGGER] : Fires Left Grappling Hook
[RIGHT TRIGGER] : Fires Right Grappling Hook
[LEFT HOME BUTTON] : Respawn To Last Checkpoint
[RIGHT HOME BUTTON] : Pause Game

Recommended (Walk, Strafe & Jump)

[LEFT PAD UP PRESSED] : Walk Forwards
[LEFT PAD DOWN PRESSED] : Walk Backwards
[LEFT PAD LEFT PRESSED] : Strafe Left
[LEFT PAD RIGHT PRESSED] : Strafe Right
[RIGHT PAD PRESS] : Jump
[LEFT TRIGGER] : Fires Left Grappling Hook
[RIGHT TRIGGER] : Fires Right Grappling Hook
[LEFT HOME BUTTON] : Respawn To Last Checkpoint
[RIGHT HOME BUTTON] : Pause Game

Forward Facing (Press & Turn)

[LEFT PAD UP PRESSED] : Walk Forwards
[LEFT PAD DOWN PRESSED] : Walk Backwards
[LEFT PAD LEFT PRESSED] : Strafe Left
[LEFT PAD RIGHT PRESSED] : Strafe Right
[RIGHT PAD LEFT PRESSED] : Turn Left
[RIGHT PAD RIGHT PRESSED] : Turn Right
[LEFT / RIGHT SQUEEZE TRIGGER] : Jump
[LEFT TRIGGER] : Fires Left Grappling Hook
[RIGHT TRIGGER] : Fires Right Grappling Hook
[LEFT HOME BUTTON] : Respawn To Last Checkpoint
[RIGHT HOME BUTTON] : Pause Game

Expert (Touch & Turn)

[LEFT PAD UP TOUCH] : Walk Forwards
[LEFT PAD DOWN TOUCH] : Walk Backwards
[LEFT PAD LEFT TOUCH] : Strafe Left
[LEFT PAD RIGHT TOUCH] : Strafe Right
[RIGHT PAD LEFT PRESSED] : Turn Left
[RIGHT PAD RIGHT PRESSED] : Turn Right
[LEFT / RIGHT SQUEEZE TRIGGER] : Jump

[LEFT TRIGGER] : Fires Left Grappling Hook
[RIGHT TRIGGER] : Fires Right Grappling Hook
[LEFT HOME BUTTON] : Respawn To Last Checkpoint
[RIGHT HOME BUTTON] : Pause Game

Virtual Reality Support

- To Launch with Oculus Rift support, press Play in Steam and Choose the Oculus Rift Option
 - Windlands is currently compiled on 1.3 of the Rift SDK Runtime.
- Launch from within Steam VR or Play in Steam and Choose the Steam VR Option
- You can enable smooth looking with a controller in the pause menu under: Options -> Virtual Reality -> Comfort Turning [DISABLE].
- The default settings are comfortable for most, but there are a number of comfort options you can explore in the Game Options -> Virtual Reality if you are affected by Locomotion in VR

Useful Resources

Website : <http://www.windlands.com/>

Twitter : https://twitter.com/windlands_game

Facebook: <https://www.facebook.com/psytecgames/>

YouTube: <https://www.youtube.com/channel/UCB0sMzAsgSeVvr93o-6ADeg>

Reddit : https://www.reddit.com/r/windlands_game/

Steam Store Page : <http://store.steampowered.com/app/428370/>

Steam Community : <http://steamcommunity.com/app/428370/discussions/>

Psytec Games Website (for business enquiries) : <http://www.psytecgames.com/>