

“A Knight To Remember”

The following delineates a control scheme for 3 distinct modes of play:

CONTROL TYPE	CONTROL MAPPING	MODE 1 - KNIGHT	MODE 2 STEGOSAURUS	MODE 3 MOUNTED
MOBILITY	Left Thumbstick	WALK / RUN	WALK	WALK / RUN
	Left Thumbstick (click)	CROUCH	KNEEL	NA
	A-button	JUMP	NA	DISMOUNT
COMBAT	Y-button (hold & release)	CHARGE	STOMP	CHARGE
	X-button	SWING WEAPON	TAIL SWIPE	TAIL SWIPE
	B-button	THROW DAGGER	FIRE TAIL SPIKES	FIRE TAIL SPIKES
	Left Trigger	NA	BITE	BITE
	Right Trigger (hold)	NA	CHEW	LANCE ATTACK
EXTRA	Left Bumper (hold)	ACTION	NA	STAND FIRM
	Right Bumper (hold)	SURRENDER	NA	NA

MODE 1 - KNIGHT



“A Knight To Remember”

MODE 2 - STEGOSAURUS



MODE 3 - MOUNTED



“A Knight To Remember”

Details:

Walk / Run – Standard movement controlled by analog input. Option exists to provide run ability for Stegosaurus as well.

Crouch / Kneel – Toggle by clicking. Performing while running skids character(s) to stop while crouching/kneeling.

Jump – Left Thumbstick can be used to guide jump while Knight is in mid-air. Hold for longer jumps. When mounted, option added so that performing Jump will dismount the Knight. Eliminate options if simpler scheme desired.

Charge / Stomp – Default executes move, but player has option to build up power to increase move's effectiveness by holding button then releasing it. Audible/visual cue alerts player when power is at maximum. Move initiates when player is immobile (or close to stopped). Charge launches Knight forward a few yards for a shoulder attack. Stomp raises closest massive leg to crash down on closest enemy or object below it (note: program determines which leg to raise based on enemy/object proximity). Both moves inflict knock-back/stun damage when connecting.

Swing Weapon / Tail Swipe – Both moves perform swinging/swiping type attack, though Tail Swipe has much longer range. Rapidly pressing button will cause different moves to animate, all within the swinging/swiping theme (to minimize repetitive visuals). Swing Weapon attacks in the forward 180-degree arc, while Tail Swipe attacks in the rear 180-degree arc.

Throw Dagger / Fire Tail Spikes – Launches dagger/spikes forward at nearest enemy/object ahead of player's character.

Bite – Extends neck towards nearest enemy/object ahead of it.

Chew – Chew through to break something or ingest fallen enemy for health. Hold trigger to continue chewing until sound/visual cues alert player no more chewing is needed.

Lance Attack – Most effective when used with Charge, this move knocks back or skewers enemies/objects in its path. Holding trigger builds more power, with audible and visual cues to alert player when power is at maximum.

Stand Firm – Used as defensive move, allows mounted team to minimize damage from projectiles and charges from enemy characters or objects. Holding button causes characters to assume defensive postures.

Surrender – Holding bumper causes Knight to sheath sword, discard shield, and drop to knees in submission. Option exists to add this to other play modes.

Changing Modes:

Player always assumes one of three modes, depending on availability of Knight and Stegosaurus. When on foot, Knight can mount Stegosaurus by jumping on it, causing the beast to kneel automatically. If already kneeled, Knight can touch Stegosaurus to mount it. To dismount, player should press Jump button.