

# mAnnual

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# avoid

## Introduction:

Firstly, if you're reading this before actually playing the game, thank you! You're the kind of gamers that we love! Avoid is a manic game in which your sole goal is to avoid (see what we did there?) a never ending stream of orange squares, also for your gaming pleasure we've spiced it up with a plethora of game modes and power-ups! Whilst this premise is simple, you'll quickly find it becomes a matter of easier said than done!!!

# getting started

## System Requirements:

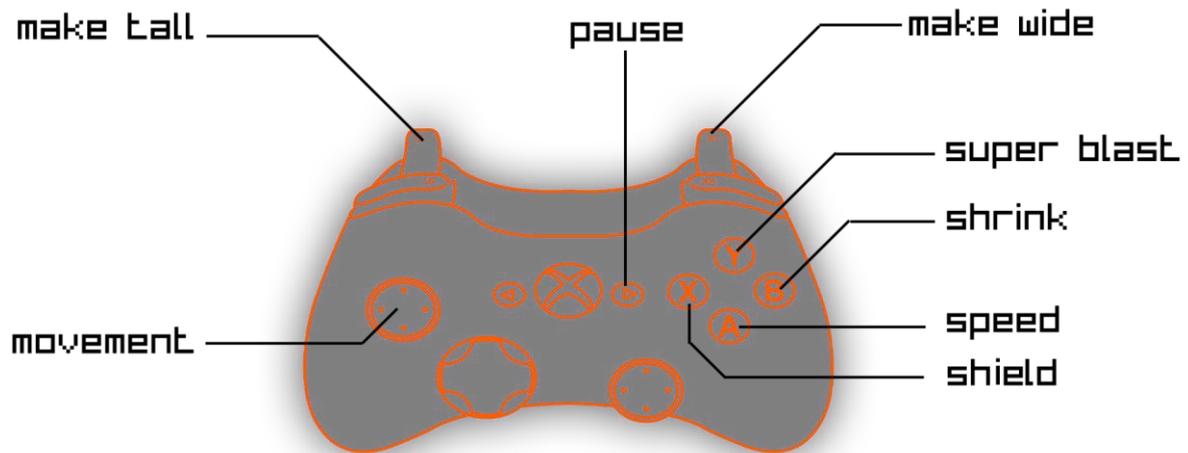
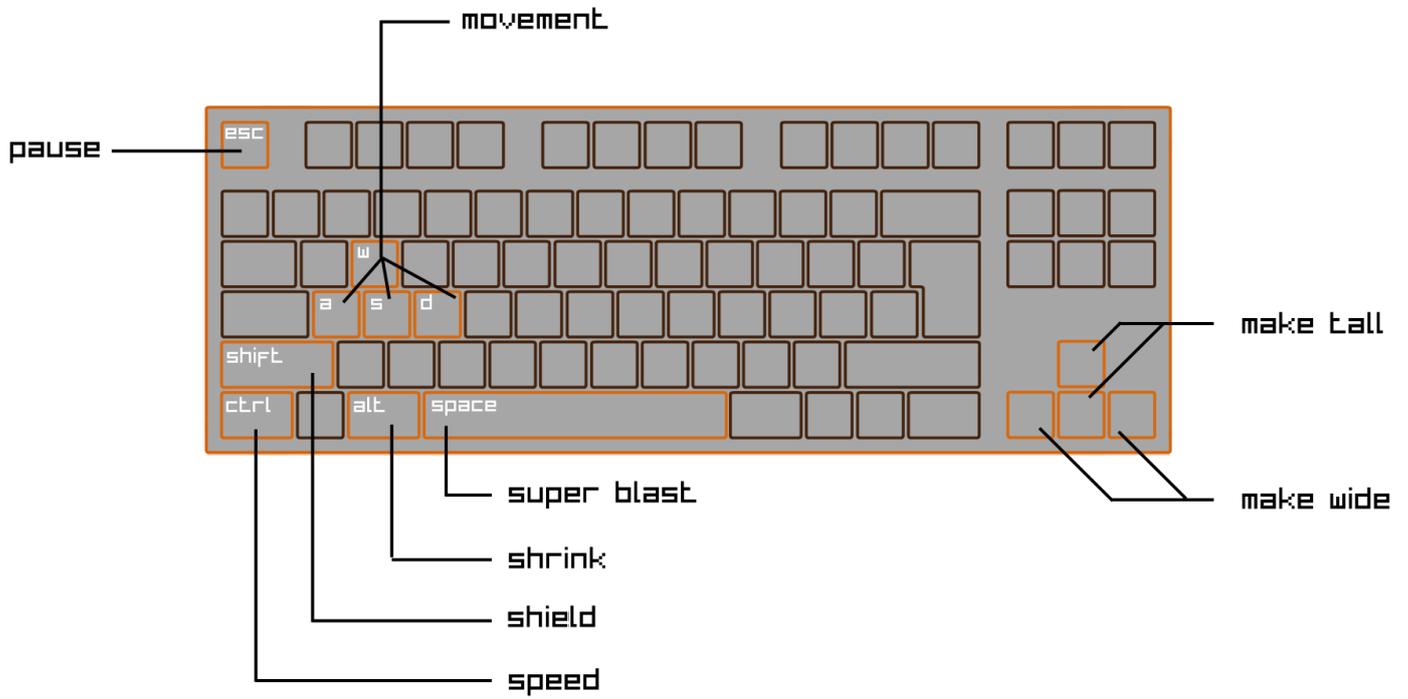
TBC

## Installation:

### Windows Users:

Close all other running applications and double click the AvoidSetup.exe, follow the setup instructions and start playing!

# controls



# bonuses

## **Power Ups:**

Aviod has three different power ups to collect and use once in-game, you can also stack up to three of each power up in order to have it last for a longer time however the patient player who collects three of each different power up will also unlock the super blast ability, allowing them to unleash a wave of destruction across the grid clearing the screen of oncoming blocks!

## **Speed:**

Speed will allow you to move faster across the grid, keeping you from getting trapped by oncoming blocks, just be careful that you don't overshoot and collide with blocks on the other side of the grid!

## **Shield:**

The shield power up makes you temporarily invincible as well as destroying any block that collides with you whilst the shield is active!

## **Shrink:**

Shrink makes your block half of its' original size, allowing you to weave between otherwise impossible gaps!

# game modes

## Single Player:

**Marathon:** The aim of marathon is survival, dodge all of the oncoming blocks for as long as possible and rack your score up as high as possible! Remember though, the longer you survive the harder the game becomes! At the end your score can then be saved to your high-scores and submitted online.

**Marathon ex:** Marathon ex has the same aim as Marathon, however Marathon ex includes power ups to aid you in reaching a higher score.

**Charge:** The aim of charge is to race to collect the white flags on the grid then return them to your colour coded area in order to score. The faster you capture ten flags the higher you score! Be careful though, getting hit by a block will cause you to drop the flag!

## Multiplayer:

**Survivor:** Survivor plays very similarly to single player marathon, however it allows for local multiplayer of up to 4 players using the Xbox gamepads, the last player to not get hit is the winner!

**Survivor ex:** Survivor ex is the same as survivor with the addition of power ups. Remember though, the difficulty ramps up the longer the game lasts, so you'll have to race your opponents to those power ups if you want to win!

**Charge:** Similarly to single player Charge, however now each player gets their own colour coded corner of the grid and it's up to you to beat your opponents to the flags and be the first to 10 flag captures! Be careful though, getting hit will make you drop your currently held flag allowing other players to pick it up!

**King of the Hill:** KotH is our only multiplayer game mode and will have you and your friends (or soon to be enemies) racing around the grid trying to rack up one minute of king time! Keep in mind though that the Hill will be

constantly moving in order to keep you on your toes, and each collision with a block will stun you for three seconds locking you out of getting “King time”. Finally, KotH mode includes power ups, so it’s up to you to decide if you want to gather them and aid in staying in the hill, or risk it and go for as much “King time” as quickly as possible!

## credits

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