

Shokrok Throwdown Manual

Shokrok Throwdown is a futuristic team sports game in which creatures from different worlds come together to compete in a dangerous arena. Form a team with your friends and control your athlete from a first-person shooter style view. Choose from several different creatures like the bestial Varulf or the hi-tech Juggernaut, each of which has a unique set of skills. Play one of three positions and fight to help your team win. Players must coordinate closely with other team members to neutralize the opposing team's strategy and develop an effective one of their own. Different creature/position combinations allow for highly varied playing styles.

Shokrok Throwdown also features:

- an advanced AI for use in single or multi-player games
- 25 different single-player "levels"
- a musical score with 12 original tracks
- 18 different creature/position combinations, each with a unique set of special abilities
- 48 different skills and abilities to master
- up to 12 players can play simultaneously
- a highly detailed stat tracker

Please visit www.darkinertia.com/shokrok

Or www.alten8.com

Getting Started

Main Menu

When you first launch Shokrok Throwdown, you will see the Main Menu. Choose one of the following options:

Start Game - to play a customizable single player or multiplayer game.

Join Game - to join an existing multiplayer game

Solo Play - to play tutorials and the single player campaign

Options - to configure the video, audio and controls

About - to display this help menu

Quit - to exit the game

Options

Make sure you configure your options before you play for the first time. Set your desired screen resolution first. You will have to restart the app once you set it. Also choose Full screen if desired, and the Less Graphics mode if you can't get a good frame rate with full graphics.

Also set your desired sound volume for the music and effects, and change any control mappings you don't like.

Game Setup

When you start a game, first enter your name into the text box. Then, check the box for a multi-player game, or leave it unchecked for a single-player game. If you are not connected to the internet, make sure you do NOT check the box, otherwise your game will lag while trying to find an internet connection.

Once you get to the game lobby, you will be able to wait for other players to join your game. You can chat using the text box. You can change your team affiliation (red or blue) by hitting the star next to your name. When you are ready to start, hit the Ready button. The game will begin when everyone is Ready. To add computer controlled athletes, hit the Add Bot button. If you are playing single player, you will have to add bots to play a real game. The recommended player counts are 3v3 (6 total) or 6v6 (12 total).

Team Setup

Once everyone is ready and the game downloads to all players, you will be in the Team Setup screen. Here, you can choose creatures, positions, and a team name. Use the text box at the top to change your team name. Left click on your creature portrait to enter the Creature Selection screen where you can see detailed info on all the creatures and skills. Alternatively, you can right-click on the portrait to quickly pick a new creature. Use the S, D and X buttons to choose to play as a Shocker, Defender or Destroyer. Use the Switch Team button to go over to the other team. It is recommended that the teams are even and have the same number of each type of position. The recommended configuration is 1 shocker, 1 defender, and 1 destroyer per team (1-1-1) or 2-2-2 for larger games. You can also play a Royal Rumble game using just destroyers if everyone just wants to fight. When you are done, check the Ready Box for yourself and all the bots on your team.

Game Rules

The game consists of ten 60 second turns, with a 10 second break in-between turns. At the end of each turn, each team will get points based on how many shokroks they possess. To possess a Shokrok, a Shocker must capture one and throw it into a pedestal on your side of the field (red or blue). This "couples" the Shokrok to the pedestal. Shokroks are worth more points in later rounds. At the end of each turn, the players reset and have 10 seconds to discuss strategy and think about life. In a game with bots, this is also a good time to switch control to a different bot if you want. At the end of the game, you will be taken to a screen which shows you a play-by-play recap of the game, a box score, and the relative stats of all the players, as well as the most valuable players in each position.

In games with computer controlled players (Bots), any human can take control of a bot by looking at the bot and hitting the TAB key. The bot you will take control of will have a yellow name. Also, you can relinquish control of your athlete by hitting shift-TAB, which will put you into a coaching camera mode where you can look around the field but can't control anyone. By doing this, you can watch a game played entirely by the computer.

The Interface

In upper left corner of the screen, you'll see the chat area. The chat area is only visible when people are chatting. Hit Enter to chat to your team or Shift-Enter to chat to everyone.

Along the top edge, you'll see the highlights ticker. This shows you important things that are going on in the game.

In the upper right, you'll see the clock and scoreboard. This shows you time remaining per turn, which turn you're on, how many shokroks you possess, how many points they are worth, and the current score.

In the lower left, you'll see the skills HUD. The four skills at the left can be executed using the left mouse button. The highlighted skill can be changed using the mouse wheel or "e" and "r". IMPORTANT: some skills require that you hold down the left mouse button for a while. The two oval icon skills are executed using the spacebar and right mouse buttons. When a skill is orange'd-out, it means you cannot use that skill again for a while. When a skill is darkened out, it means you cannot use it because you do not have enough energy or because of the state you are currently in. Some skills have a limited number of per-game uses, indicated by the number near the skill's icon.

In the lower middle area, you'll see messages indicating when you score in a stat category. For example, if you Shok someone, you will see a "SHK +" momentarily appear. See the section on stats and attributes for more info. This area will also show why you may have failed a TD, HOLD or Scoring attempt by telling you whether your aim or timing was good or bad.

In the lower right, you'll see your creature profile. The 8 stats shown are used in determining how well your creature performs in various game-related activities. When a stat name is green, it means that stat is temporarily positively boosted. Red means the stat is being negatively lowered for some reason. The red bar and blue bar around your portrait represent stamina and energy. When your athlete is KO'd or TD'd or stunned, a number will appear above your portrait indicating when you will recover.

Above the profile, you will see diagnostic messages telling you when you are hit by a skill, positive or negative.

Energy and Stamina

Note the two bars in the lower left corner. The red one is your stamina. If you lose it all, you will be Knocked Out of the game for a while. You lose stamina due to being TD'd, or hurt by various special skills. It regenerates slowly, and you get a little boost every turn.

The blue bar is your energy. Energy is used up whenever you do anything, including running. To get back energy faster, stand still and don't do anything. You get all your energy back at the end of every turn.

Knock Outs

When a player loses all his stamina (the red bar), he will be knocked out for a while. Destroyers are the best at KO's, because their skills do a lot of damage. Experiment with the different special skills available. If you are knocked out by a Shok, you are out for 32 seconds. If by a TD, then you're out for 27 seconds. Any other way, out for 22 seconds.

Default Game Control Setup...

Movement

W	Forward
S	Backward
A	Step left
D	Step right

Camera

In First Person View:

- Middle mouse button down and drag to zoom
- F Look back
- T Toggle display of energy bars

In Coaching Cam View:

- Mouse wheel to zoom
- Middle mouse button down and drag to orbit
- W, A, S, D to pan

Control Selection

TAB Take control of the AI player you are looking at

SHIFT-TAB Toggle Coaching Cam

Skills

SPACEBAR Primary Skill

Right Mouse Secondary Skill

Left Mouse Special Skill

Mouse Wheel Select Special Skill

E, R Select Special Skill

1234 Quick Skill Select

Chat

Enter Send team chat message

Shift-Enter Send chat message to all

PgUp/PgDown Scroll chat history

Misc Functions

F1 Help Window

ESC In-Game Menu (quit, options)

Lesson 1: Scoring

Overview

To score, you must first capture a Shokrok. To do this, find an unclaimed Shokrok (yellow) or an enemy's Shokrok (blue or red). If the Shokrok is on the ground, you can run over it to capture it. If it is coupled to a pedestal (hovering in the air), you must jump and bring it down. Once you have a Shokrok, you must throw it into the mouth of one of your unused pedestals (the gargoyles). If you throw it properly, the Shokrok will then be coupled to your pedestal and start generating points for you at the end of every turn.

Note: Only Shockers can score and interact with shokroks.

Bringing down a Shokrok

To bring down an enemy Shokrok, get a running start and jump at it using the spacebar. If you aim properly and time your jump right, you will bring it down with you. Try to look straight at it, and try to hit it at the height of your jump. Beginners often jump too early. If you fail, you will get an info message telling you why.

Your SCO (score) attribute also contributes to whether or not you are successful. If a defender is nearby, your hand will start glowing red, meaning you are distracted, which lowers your SCO attribute. Try to stay away from enemy defenders.

Throwing

There are two ways to throw a Shokrok. The easiest way is to hold down the spacebar until the camera zooms in. Then you can use the crosshair to aim and let go of the spacebar to release. The longer you hold down the spacebar, the stronger your throw will be, and the straighter and farther the rock will fly. Aim for the center of the hand. To cancel aiming without releasing the Shokrok, press left or right mouse button.

You can also attempt a quick throw. To do this, just aim and tap the spacebar. The rock will not go very far, and it will be heavily affected by gravity, so you must be close to your target and you must aim high.

Passing and Intercepting

If you have more than one shocker on your team, you can pass to him. Just aim and throw it at him.

You can also intercept a Shokrok that is thrown if you can manage to get in the way (if you are a Shocker).

Dodge

The Shocker's secondary skill is the Dodge. To do this, hold down a direction key (w, a, s, d) and press the right mouse button. You will do a mini-jump and get a speed boost in that direction. Also, your Evade attribute will increase a little while you're Dodging. This makes you harder to TD and Hold. Use it repeatedly to get away from enemies.

More Scoring Tips

1. Watch the computer play as a shocker to learn how to time your jumps when you capture shokroks.
2. It always helps to get a running start on your jumps.
3. The mechanics of scoring are simple: hit the spacebar to jump and grab a rock. Hold down the spacebar to power up your throw. Let go of the spacebar to throw.
4. If you hit the rock but get knocked back by an explosion, that means you failed to decouple the rock. To minimize the chances of this happening, you have to:
 - have a high SCO ability
 - stay away from defenders (they lower your SCO)
 - aim so that the rock is in the center of your screen
 - time your jump so that you are at the height of your jump when you contact the rock.
5. When your hands turn red, that means a defender is nearby. This lowers your SCO ability, which makes it harder to capture rocks, and also slows down the rate at which you can charge up your throw.
6. Players with higher SCO abilities can charge up their throw faster. So, if you are the Sylph, use your Focus skill right before attempting a capture or a throw.

Lesson 2: Defending

Overview

When you are the Defender, it's your job to prevent enemy Shockers from scoring. In every turn, you must keep them away from your team's shokroks for 60 seconds. If they manage to steal one, you have to stop them from returning it to their side's pedestals.

Throwdown

A defender's primary skill is the Throwdown. To temporarily knock down an enemy, get close to him, face him, and hit the spacebar. The better your aim is, the better your chances of knocking him down. Your TD stat will also be compared against his Evade stat.

If you succeed, he will be knocked out for a little while. He will also drop a Shokrok if he was carrying one. TD's are also useful for getting somewhere fast, but you can only execute a TD every 4 seconds

Hold

A defender's secondary skill is the Hold. To grab an enemy, run at him and when you're close, hold down the right mouse button. Like with the TD, aiming is important, as is your Hold attribute vs. his Evade attribute. If you successfully grab him, he will be immobile until you let him go. To push him away, face in the direction you want to push and let go of the right mouse button.

You will automatically push an enemy after one second. You cannot hold him for longer than that. Hold's are also useful for the little speed burst you get when you attempt one. Use this repeatedly to get around the field fast.

Distract

Defenders automatically distract enemy Shockers that they are near. You will know you are distracting someone if their hand is glowing red. This will make it harder for them to capture coupled shokroks from the air. So try to stay near the enemy shocker at all times.

Lesson 3: Destroyers

Overview

Destroyers are useful in many capacities. Mainly, the Destroyer's job is to Knock Out enemies. Their skills are especially suited for that purpose.

Destroyers primarily act to protect their team's Shockers from enemy Defenders. If necessary, a Destroyer can also help play defense against enemy Shockers.

Throwdown

A destroyer's primary skill is the Throwdown. To temporarily knock down an enemy, get close to him, face him, and hit the spacebar. The better your aim is, the better your chances of knocking him down. Your TD stat will also be compared against his Evade stat.

If you succeed, he will be knocked out for a little while. He will also drop a Shokrok if he was carrying one. TD's are also useful for getting somewhere fast, but you can only execute a TD every 4 seconds

Shok

A destroyer's secondary skill is the Shok. Hold down the right mouse button to charge up your mini-Shokrok. The longer you charge up, the stronger the resulting shok will be. Let go of the button to release. You can only hit someone you are facing and who is close enough to you.

Special Skills

The icons on the left side of the screen represent your special skills. Every creature has different special skills based on which position he's playing. To select one, use the mouse wheel or "e" and "r". To execute it, press the left mouse button. Try kicking some soccer balls at your opponent.

Some skills require you to hold down the left mouse button. Intimidate is an example of this kind of skill. While you hold down the left mouse button, no enemy in the red circle can do anything. This is a good way to prevent enemy shockers from jumping to capture.

Some skills require you to aim a 3D targeter. When the targeter appears, hold down the left mouse button, drag it to the desired spot on the ground, and release the mouse button to fire. Press spacebar or right mouse button to cancel targeting.

Other Controls

If you have an AI player on your team, you can choose to control him whenever you want. Just look at him, and when his name is yellow, hit the TAB key to take control of him. The computer will take control of the person you previously were controlling.

If you want to let the AI control everyone on your team, you can hit Shift-TAB to switch to the Coaching Camera. Use "aswd" to move the camera, and hold down the middle mouse button and drag the mouse to look around. The mouse wheel will zoom. Shift-TAB will take you back to the guy you were last controlling, and TAB can be used to jump into the person you are looking at (yellow name).

Hold down the "f" key to glance back behind you. This can be useful to see if anyone is about to blindside you.

You can use "t" to toggle on and off the energy bar display over other athletes.

Some skills require the use of an aiming targeter. To aim the targeter, hold down the left mouse button and drag the mouse to move it. When you let go of the mouse button, the skill will be executed. To cancel execution, press right mouse button.

Attributes and Stats

SPD

- affects run speed

EVD

- affects how long you can be Held
- affects chances of avoiding a Hold
- affects chances of avoiding a TD

TUF

- reduces stamina damage taken in most cases
- reduces energy damage taken when Held
- reduces how far you are pushed from a Hold

REC

- affects your recovery time after being TD'd
- affects your stamina recovery rate
- affects your energy recovery rate

SCO

- affects chance of avoiding a shokdrop if someone holds you
- determines rate at which you can charge up for a throw
- affects chance of capturing a shokrok

DGE

- affects cooldown of Dodge
- affects energy consumption of Dodge
- affects the boost to EVD gained during a Dodge

HLD

- affects chances of executing a Hold
- affects chance of forcing a shokdrop from someone you Hold
- affects energy damage inflicted on someone you Hold
- affects how long you can Hold someone
- affects how far you can push someone from a Hold

TD

- affects chances of executing a TD
- affects the recovery time of someone you TD
- affects stamina damage inflicted on someone you TD

SHK

- affects impulse applied to Shok victims
- affects stamina damage applied to Shok victims

Weight

- affects most impulses applied to you (not a Hold push)

Stats

TDS: Throwdowns

SCO: Scores (throwing to a pedestal)

CAP: Captures (from a pedestal)

HLD: Holds

EKO: Enemies you knocked out

PKO: Times you were knocked out

SHK: Shoks

DRP: Times you dropped a shokrok

DIS: Distracting the enemy while he's trying to score

FDR: Forcing the enemy to drop the shokrok

SKO: Shok-induced knockout (takes the victim longer to recover)

PAS: Passing the shokrok to a teammate

EXE: How accurately you execute basic skills (aim and timing)

Credits

Shokrok Throwdown
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Special Thanks To
Everyone who helped test the game.