First-Person Shooter Tutorial

Movement, Interaction and Objectives

Read if you are not familiar with first-person shooters.

Keyboard

The keyboard is used for **movement** around the game. This includes jumping, crouching and general interactions with the game.

Forwards - **W**
Backwards - **S**
Left - **A**
Right - **D**
Jump - **Spacebar**
Crouch - **Shift**
Reload - **R**

Mouse

The mouse is used for **looking around** the environment and **firing** the player's weapon.
The objective is to move the mouse such that the center of the screen is positioned over the target. While maintaining this, fire the weapon.

Look - **Mousemove**
Primary fire - **Left mouse button**
Secondary fire - **Right mouse button**

Objectives

The main objective is to kill the opposing players. In a **deathmatch mode**, which you will be playing, killing players or assisting in another's death will earn you points. The game is won by earning the most points.

Player Death

When a player's health reaches 0 they 'die'. They will then have to wait an appropriate length of time to respawn in the game.

Red Eclipse Tutorial

Game Weapons and Mechanics

Weapons

Red Eclipse only allows you to pick up **two weapons** at once, not including grenades and the pistol.

Weapons can be found around the game and can be picked up with **E**.

If you are carrying too many weapons, you will **drop** the one you are holding or were last holding.

All weapons have **unlimited ammo**, but have limited uses before they can be reloaded with **R**. Don't worry about finding ammo.

Each of the weapons you will find in Red Eclipse has **two firing modes** - primary and secondary (mouse buttons). They are detailed below.

Some of the weapons have effects that can be built-up, or 'cooked'.

Pistol

Every player starts with a pistol. It is the most basic weapon, does not inflict much damage or fire particularly fast.

Primary: A single, low damage shot.

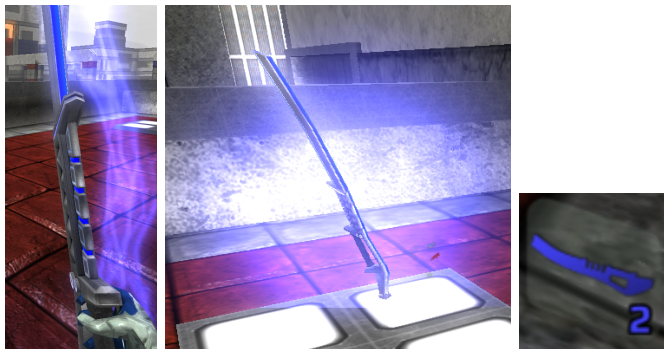Secondary: A burst of bullets. Quite slow.

Sword

A melee weapon that does not require reloading, but requires close proximity.

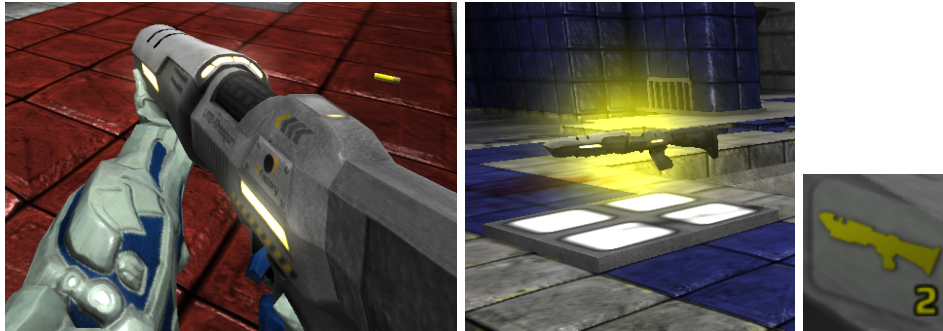Primary: Quick but low damage

Secondary: Heavier, but slower

Shotgun

The shotgun can deal a lot of damage, but is quite slow to reload, reloading two shells at a time. It will automatically start reloading itself while idle.
Primary: Shotgun
Secondary: A high-damage ball of flak that breaks up on contact with a surface

SMG

A fast weapon that can deal a lot of damage in a short amount of time if continuously fired into a target.
Primary: Fast, continuous fire machine gun
Secondary: A burst that explodes a distance from the player, firing in all directions
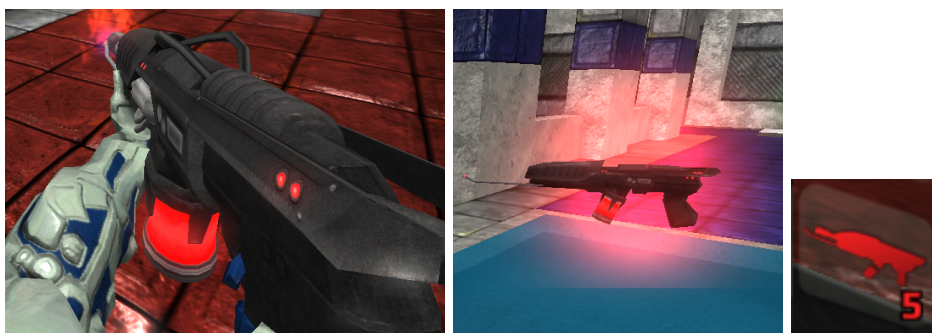

Flamethrower

A typical flamethrower.
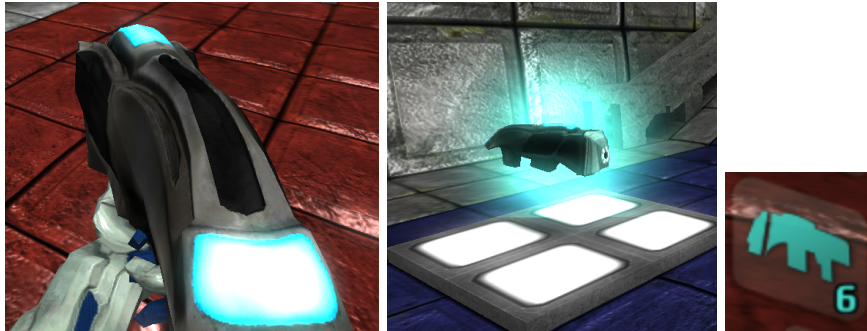Primary: Flamethrower
Secondary: 'Cook' to release a wave of fire

Plasma Gun

The plasma shot from this weapon has an area of effect, allowing for some inaccuracy when firing. It is a good starting weapon for beginners.
Primary: Medium, continuous plasma
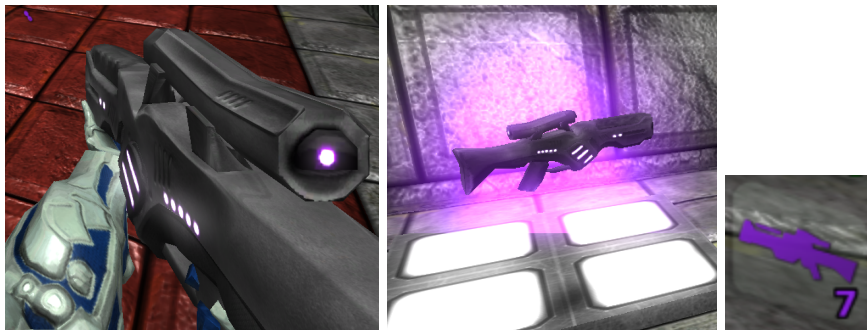Secondary: 'Cook' to release a ball of plasma. Can pull enemies in, doing continuous damage.

Sniper Rifle

A slow firing, but accurate, high-damage rifle. Not advisable for beginners.
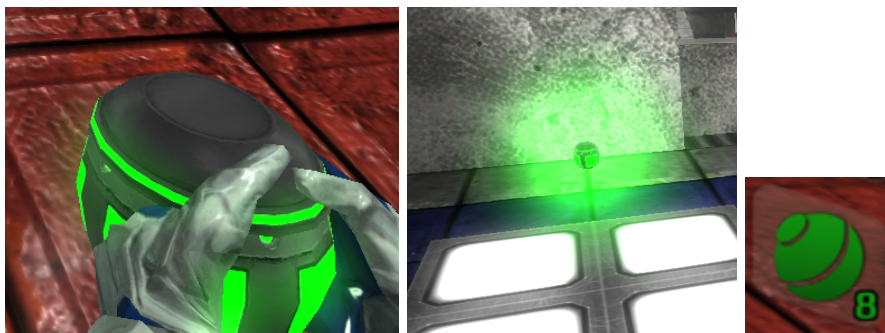Primary: Slow firing, single-shot
Secondary: Zoom

Grenades

The player can carry up to two grenades at once. These can be thrown at the enemies to detonate a few seconds later. 'Cooking' the grenades decreases the time before explosion.
Primary: Grenade
Secondary: Sticky grenade

Rocket Launcher

A devastating rocket launcher that can kill multiple targets in a vicinity. The rocket launcher is single-use and has a slow respawn time. There is only one per map. 'Cooking' the rocket allows it to explode earlier.
Primary: Rocket
Secondary: Guided rocket

Impulse

'Impulse' power within Red Eclipse allows for special actions such as boosting, wall-running and kicking. They can be chained to navigate around the environment. Some of these are listed below:

Wall-run - press **Q** while in the air next to a wall
Wall-kick - press **Q** while in the air facing a wall
Double-jump - press **Space** while in the air
Boosting - press **Space** and a direction while in the air
Melee - press **Q** while next to an enemy

Health

Health **regenerates** automatically in Red Eclipse. Do not worry about health packs. Regeneration starts automatically after a few seconds. Health will increase regularly over time until the player receives damage again.

Certain weapons can cause extra damage.
- The flamethrower and explosives can cause **Burn** damage by setting a player on fire. This can be extinguished in water.
- **Bleed** damage is caused by the sword and secondary fire of the shotgun.
- **Critical** hits also occur at random which inflict greater damage.

HUD

The Heads-Up Display in Red Eclipse provides the player with valuable information. A screenshot is shown below to illustrate most of the points.

Gameplay

The scoreboard, viewed by holding **Tab**, displays the scores for the current games, as shown below:

The player can earn points by killing other players or assisting in killing others. Other impressive

feats will also award bonus points. Examples include headshots, killing several players in a row, killing the same player repeatedly or killing multiple people without dying.

After you die, press **Left Mouse Button** to respawn. You must wait a few seconds to respawn.