

AZTAKA

Game Mechanics Overview



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Main interface



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Statistics

Huitzilo and Ayohpa have twelve attributes that can be modified with equipment and potions. After each new level, a plus sign will appear above the attributes that can be upgraded. You can add one point by clicking on the plus sign.



Huitzilo's Vital Energy

Huitzilo's vital energy is shown by the yellow meter in the upper left. When the cells are all empty, the game is over.

Ayohpa's Divine Energy

Ayohpa's divine energy is shown by the yellow meter in the upper right. When the cells are all empty, Ayohpa can't cast spells anymore.



Main interface (cont.)

Spell Selection

You can select a spell either by clicking on the spell icon or using the keys 1 through 5 on the keyboard. Once a spell is selected, you can cast it using the mouse by clicking on the spell target.



Statues

You can drag and drop four types of energy into the statues. Each statue can hold a specific type. Once stored, the energy can be retrieved by dragging it out of the container.

Game's Panels

You can access the Equipment, Skill and Quest panels by clicking on the corresponding button.

Experience and Levels

Huitzilo and Ayohpa gain experience points by defeating foes. Once a new level is reached, you can add one point to an attribute and one point to a skill.

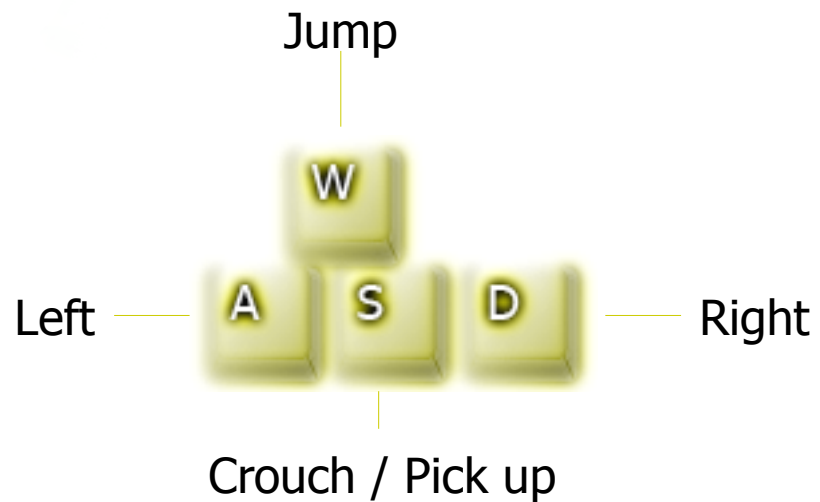
Controls

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Player Movement

Huitzilo can run using the Left (A) or Right (D) key. He can also jump using the Up (W) key and crouch or pick up items by using the Down (S) key.

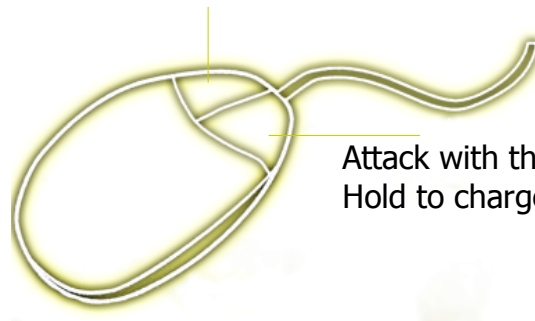
The default key settings are :



Player's Abilities

Huitzilo can attacks and manipulate spiritual energy with the mouse:

Drag and drop of spiritual energy,
Talk and enter doors and caverns.



Attack with the spear.
Hold to charge.



Mouse Cursors

Main cursor



The mouse, represented by the hand icon, is used throughout the game to manipulate spiritual energy, talk to other characters, enter doors and caverns and distribute points. It can also display hints and tool tips when you hover it for a few seconds over the main user interface.



Pickup cursor



The pickup cursor is shown when the mouse moves over an energy globule that can be manipulated.



Energy cursor

When the player is dragging a cell of energy, this cursor is displayed under the cell.

Talk cursor



When the mouse is over a character that you can interact with, the talk cursor appears.

Door cursor



The door cursor appears when the mouse is over a door or portal that you can enter.





Ancestral skills

During the game, Huitzilo can learn several new technique. Listed are some ancestral skills found through the game.

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Down Attack

This technique provides you the ability to attack enemies by pressing the down key while in the air.



Whirlwind attack



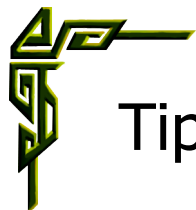
The whirlwind attack allows Huitzilo to strike in all directions at once. To activate this attack, right click quickly and alternately on both sides of Huitzilo.



Spear Mastery

By holding the attack button, Huitzilo will charge his spear. Right after releasing the charge, you can create powerful combo attacks by clicking rapidly on the attack button again.





Tips

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Tip: You can heal Huitzilo by dropping a vital energy cell on him or the health meter in the top left.



Tip: The Pure Shield spell can be unlocked by dropping a pure energy cell on Ayohpa.



Tip: You can increase Ayohpa's divine energy by dropping a divine energy cell on her or the divine energy meter in the top right.



Tip: You can activate the Elemental skill by dropping an elemental energy cell on Huitzilo.



Tip: You can perform a wall jump when you see flashing stars around Huitzilo. Press up to jump using the wall.



Tip: Each divine favor will grant you an extra life. Lives are restored each time you go back to the world map.

