

# 1.3 Alpha 1 Playtesting Guide

Alpha 2 (and anything in this doc) is strictly confidential and under NDA. No streaming, sharing footage or screenshots are allowed. You may only discuss Alpha 2 in the designated private Discord channels and nowhere else. Failure to comply with these terms could result in your account being banned.

Alpha 2 is an early prototype of 1.3 features and is by no means complete. **There will be bugs, placeholder art, quests, storylines, locations, UI/UX, and possible performance issues (e.g. crashes, lag) right now.** Please also note, new features are not final and are subject to changes/cuts before launch.


With that said, there's A LOT OF COOL NEW STUFF! And we can't wait to get your feedback on **game feel** and **general sense of fun**.

Remember, do not discuss Alpha 2 outside the private 1.3 Discord channels:


- [Bug Reports](#)
- [Feedback & Suggestions](#)
- And keep an eye on the [Announcements channel](#) for updates from us


**CONFIDENTIAL**


# What's In Alpha 2


 [Cyber Ninja](#) - New playable class – a fusion of magic and technology with the sole purpose of taking down enemies with stealth and precision. *Reminder: This is still a work-in-progress and is not complete, we're looking for player feedback on the class to continue to tune it and make it fun!*


 [Skyland](#) - Beautiful floating island with mysterious advanced ancient technology and mobs.

 [New Life Skills](#) (available in Skyland) - Mine ore and chop wood around Skyland, as well as craft yourself armor and weapons!

 [PVP](#) - Challenge other Zenitheans to duke it out in a variety of game types!

 [Player Housing](#) - Purchase and decorate your own home in Zenith. Invite friends over, throw a party, paint the walls!

 [Core Combat](#) - Improvements on moment to moment gameplay (dodge, crouch, blocking, etc) and experimental new enemy type

 **New Immersive Physics System** - We ripped out our old physics and replaced it entirely with a new one! Benefits include swapping items without dropping, hand poses, not being able to push your hands through stuff, finger tracking improvements, better zip lines, two handed interactions (read: use two hands on the harvesting tool!!), and more.

## Warnings/Cautions

- Given how early of a prototype all of the above is, **there are known issues/bugs with previously existing systems** such as:
  - Various physics interactions
  - Some enemy walking animations
  - And many little things we are polishing up
  - Grass is now disabled on Quest 2 by default
  - Added basic tutorial and on-boarding for Cyber Ninja
  - After using the crafting table you will need to remove and equip the harvesting tool use it again

**CONFIDENTIAL**

- BM character and EM Tank character cannot complete Blocking tutorial in FTUE and therefore cannot complete the whole Academy
  - Cooking station does not despawn automatically
  - You are currently unable to open the comfort settings window on the select character screen
- 

## Cyber Ninja

Reminder: This is an early prototype of the Cyber Ninja class and is not the complete version.

### Character Setup

- Create a new Character and select the Cyber Ninja class. Only DPS should be available
- After the intro cutscene and spawning in Academy follow the short tutorial flow to Rasken
  - Complete the Jumping tutorial
  - Go to Rasken and Marcus location
  - Complete basic training with Ellie
  - Speak with Rasken to trigger a skip to day 4
  - Complete the invasion escape
  - Head to Mika to start the new quests
- Reaching Mika will unlock the City and Underside FT points
- You will unlock a new bow when reaching Mika
- Godstones will unlock based on your player level
- Draw the bow using grip on your offhand (can be switched to trigger in comfort settings)

### Primary Arrows Type A (Stacking)

- Stacking arrows that embed in an enemy
  - UI will show how many arrows are on an enemy (to max)
  - UI has "glow" effect when max cap reached
- Bow limbs will be **Orange**
- Charged (Stay drawn for Xs)
  - Charged arrow that triggers stacked arrows to detonate
    - Deals increasing bonus AoE damage for each stacked arrow
    - Movement speed is decreased when charging an arrow

## Primary Arrows Type B (Ranger)

- Arrows that reward skill and accuracy
- Regains 4 ammo per headshot
- Bow limbs will be **Green**
- Charged (Stay drawn for Xs)
  - Slows enemies by 75% and deals a spike of damage

## Secondary Arrows A (Glacial Pierce)

- Causes an enemy to slow, can stack up to 3 times
- Bow limbs will be **Blue**
- Charged (Stay drawn for Xs)
  - Piercing arrow that deal increasing damage per target (up to 4)
    - Arrows will continue *through* up to 4 enemies and stop at the 5th
    - Each subsequent enemy hit triggers a different AoE type
    - Movement speed is decreased when charging an arrow

## Secondary Arrows (Wildfire)

- Aim assisted arrows that try to track to targets within the targeted area
- Bow limbs will be **Purple**
- Charged (Stay drawn for Xs)
  - Fires a volley of 5 arrows that will try to track enemies
  - Deals an armor debuff per arrow

## Switching Arrow Types

- To switch between primary and secondary arrows tap **Trigger** with your string/pulling hand
- Switching always swaps to the base versions (so charged shots will need to be recharged)

## Arrow Ammo

- Bows now use ammo that will deplete for each arrow used
- Arrows will replenish slowly over time
- Arrows can be quickly replenished by using the Kama to attack enemies
- Accurately hitting enemies will also replenish 2 arrows (Headshots)

**CONFIDENTIAL**

## Ultimate

- When unlocked Hold the bow horizontal and tap grip to activate
- Bow limbs will turn **red**
- Does a powerful line AoE when fired!
- Ultimate arrows have a cooldown and cannot be switched to when cooldown is active

## Mobility

- Ninja Run that grants a burst of speed, adds a slight armor buff and a heal

## Kama Cadence

- Attacking an enemy with the Kama will cause a sequence of (4-6) special weak spots to appear on various parts of their bodies
- Hit each one in the indicated direction to pop them and trigger an ability for completing the sequence

## Smoke Bombs

- A throwable device that removes all aggro and puts affected player into stealth mode
- Can be used on self and friendlies
- Has cooldown
- Located on left upper arm when available
  - Can be switched to right upper arm slot in comfort settings

## Stealth

- As per other classes (see [Core Combat](#)) stealth is activated by crouching
  - Pull back/down on right stick to crouch
  - Push forwards/up on right stick to exit crouch

## Kama Backstab Attack

- Deals a big spike of damage to enemies when you backstab them while in stealth
- Players need to first enter stealth mode
  - A holographic style shader will be applied to the players avatar when active
  - A white eye icon will show above the players HUD while stealth is active
- While in Stealth sneak up behind an enemy and stab them in the back with a Kama
  - Players should use a good hefty swing to trigger it
  - Stealth will be exited when the enemy is attacked

- Currently while stealth is active enemies will essentially be blind
  - Stealth will not activate while the player is in aggro
- 

## Skyland and New Life Skills

### General Playtest Notes

- Expected player level going into Skyland is level 6
- Story beats are temporary
- New from Alpha 1, the Forest Area has seen significant development, including new Public Events, Daily Missions, and a refined Main Story Quest flow
- Help us test and ensure:
  - Main Skyland Questline is completable (Completing the “Mountain Temple” quest marks the end of the Forest content)
    - If you get stuck on any quest, try abandoning it and retaking it
  - Missions from the Quest Board can be completed daily and reward the currency needed to complete the associated area’s Pylon Building Station
  - Building Stations consume the correct materials and enable the correct game objects when completed
  - Networked Building stations (during public events, and the Building Stations for the Vendor tent and Garden) function properly, with multiple players being able to contribute and track the health / remaining time on completed Networked Building stations
  - Skyland Adventures agent rank quests work and give appropriate rewards
  - Harvesting works: There are a variety of Common, Uncommon, and Rare harvesting nodes in Skyland. The higher your harvesting Life Skill(s), the greater the chance for additional materials while gathering. Materials are used for quests and crafting gear and Player Home items.
  - Gear crafting works: All classes may craft Common Skyland gear at their level+2; progression through the zone will unlock Uncommon and Rare gear Recipes for increasingly-rare materials. Both stellar performance while crafting and your crafting Life Skill give a chance to increase an item’s Item Level.
- **Known Issues:**

**CONFIDENTIAL**

- Crafting Common Skyland gear: There is a quest on the Researcher that is supposed to auto start to award this, but it only seems to do that after a player has relogged; players can also manually accept this quest and then receive the recipes.
- There currently aren't any Player Home item Recipes in Alpha 2.

## Main Skyland Questline

- Play on a level 6 character, with appropriately leveled gear
  - Complete the Academy, or complete the [Cyber Ninja](#) character setup flow.
  - *For BM/EM's, 50% will end up in Skyland rather than the bridge after the escape portal at the end of the Academy. The other 50% can visit Mika in the Nexus District to start the Skyland Sails quest, or head directly into the Skyland portal located on the bridge outside of the Nexus District*
- You'll also be granted the "Skyland Landing Point" fast travel point.
- In Skyland, Speak to Mika to get the "Wreckage Recovery" quest.
  - Follow the quest markers to the crash site and defend the wreckage for 30 seconds before collecting the supply shipment.
- Accept the "Risky Research" quest from Mika
  - Head down to the Research Tent structure further into the base and contribute to building it.
  - Building is completed by using Building Stations found nearby uncomplete yellow hologram structures. Similar to a synth station, put resources on top of the station then press the button to complete the contribution. Speak to the newly appeared "Researcher Shanri" when done.
- Accept the "Essotech Research" quest, and make your way to the nearby Exiled camp
  - Recover the stolen Essotech Samples
  - Mine 25 ore and chop 25 wood
  - Return to the Research Tent and place the chunks into the research device (can be grabbed from inventory, or using the quick access panel to the left of the device) and press the button to activate the device
  - Head to the Landing Area Essotech Pylon, and use the Building Station to build the Essotech Interface
- Return to the Researcher and accept the "Purge the Essotech Corruption" quest
  - Head to the Lake Ruins pylon, then go to the 3 locations and collect the Essotech fragments, then press the 3 buttons and kill the spawned boss
- Enhanced Gear

- Head back to the Researcher and accept the next quest, Enhanced Gear, which will grant the Uncommon Gear crafting recipes, and give some of the crafting materials needed to craft a piece of Uncommon Gear at the crafting station
- Head to the crafting station and craft a piece of uncommon gear
- After crafting, speak to Mika to accept
- Accept the "Extra, Extra!" quest and complete the related Building Station to create the Mission Board
  - The mission board gives materials that are needed to complete the building station needed for the last quest at the Lake Ruins area and purchase items from the Skyland vendor
- Accept the "Essotech Interface" quest from Mika
  - Make your way to the research tent, then to the Loading Docks to collect the shipment. Head to the Lake Ruins Pylon and hold hands in the interaction spot to place the station shipment parts. Collect resources to contribute to the planned building construction. These resources can be acquired by doing missions given by the Mission Board near the Airship near Mika. The Ore can be acquired through mining. Completing this quest will disable the barrier around the Forest area.

## Forest / Mountain Area Questline

- Scout the Forest
  - With the barrier gone, follow the quest markers up to the forest area, and interface with the various Emergency Transponders leading up to the Forest Outpost
- Cyber Stakeout
  - Speak with the Inspector (temp NPC) and accept the Cyber Stakeout quest
  - Head to the quest marker, then head down to the Forest to meet up with the hidden Recon Agent
- Intel Recovery
  - Speak with the Recon Agent () and accept the Intel Recovery quest
  - Sneak into the nearby Exiled Fortress to steal important intel from their strategists
  - Bring the intel back up to the Forest Outpost
- Comms Check
  - Build the communications tower at the Forest outpost, then make your way to the zipline building station to create a shortcut back to the Landing Area
  - Completing the Zipline building station will also award the Skyland Forest Outpost fast travel point
  - Head back to the Landing Area to create linked communications tower, which will allow the Forest Outpost team to decode the recovered intel

**CONFIDENTIAL**




- Head back to the Forest Outpost to collect the next quest
- Decode Talker
  - Head over to the newly built Forest Outpost communications tower to download the decrypted intel, and take it over to the Recon Agent ()
- Burning Bridges
  - Accept the Recon Agent's next quest, and head to the camp mentioned in the intel, then burn down the hidden camp
- Essotech Ascension
  - Make your way up the mountain, and interface with the 3 Essotech Fragments as you go, defending each and fighting off enemies as you go.
  - At the top of the mountain, press the buttons around the base of the pylon to summon forth the boss
  - Defeat the boss, then head back to the Landing Area and check in with Researcher Shanri
- Rare Gear
  - Accept the Rare Gear quest from Researcher Shanri and craft one piece of Rare Gear
  - After completing a piece of gear, meet back up with the Inspector at the Forest Outpost
- Mountain Temple
  - Accept the Mountain Temple quest from the Inspector, and head back over to the Landing Docks to collect the Essotech Interface shipment
  - Make your way back to the top of the mountain, and place the Forest Pylon Essotech Interface building station, which will unlock a new recipe to craft Dewy Skydew (a currency needed to complete the building station) and will also unlock the Mountain Temple fast travel location.
  - Collect Ore, Skyseed (rewarded from Forest Public events, main story quests, and Missions), Dewy Skyseed (crafted by combining Skyseed and Skydew) to complete the Building Station
  - Completing the Building station marks the end of the current Alpha 2 Skyland content

## Side Quests

- Mika has 2 quests: one to participate in building up the "Tavern" type social area, and one to complete the Building Station focused Public Event near the lake
- Following completion of the "Tavern" type building being completed, Brimm will be available to accept a quest to help build the Vendor tent

**CONFIDENTIAL**

- Blake has a daily quest to catch Jellypuff creatures in the area, a one time quest to grant initial creature capture orbs in the area, and a repeatable turn in to convert ore to creature capture orbs
-  The Skyland Researcher has a Harvesting questline that will grant you the Harvesting multi-tool. The quests take you through mining and chopping. The harvesting tool can be put in a brand new slot (near your weapons) and the default grab point is over your shoulder.

## Public Events

- 9 public events available to complete:
  - Building Station focused event located near the Lake
  - Skirmish located near the large Monolith near the Research tent
  - 3 events in an Exiled Public Event chain, first a Defend event centered around the Crashed Airship where enemies spawn in and attack, followed by a Skirmish Event nearby, and ending with a new public event type that has players attack fortifications around an Exiled Camp and destroy a weapon
  - Building Station focused event located in the Forest
  - Defend event centered around the Recon Agent NPC's location
  - Skirmish event located in the Exiled fortress near the Recon Agent
  - Another instance of the new public event type located on the mountain, having players attack various Essotech Structures

## Missions

- Missions can be accepted from the Mission board in the main building at the Landing Area
- Available daily after building the quest board
- Early Missions Reward the Skydew currency that is required for completing the Building Station at the end of the Lake Ruins quest line and purchasing items from the vendor NPC, later Missions unlocked through the Forest questline instead reward the Forest area currency, Skyseed.



## Dueling

- Point at any other player to invoke their Player Card and select Duel.
  - Duel start will spawn a Shrine which allows anyone to join.
  - Players can join or leave either team at will.
    - The number of players that can join a team is theoretically uncapped at the moment.
  - Players can adjust the score limit for the duel.
  - Players can choose between various game modes like TDM, FFA, and Duels.
  - To raise a shield while in PvP, hold your hands out in front of you, with one hand on top of the other with some distance between them.
  - Dueling is over when one team reaches the score limit.
-



# Player Housing

- Travel to the Nexus District and follow the signs with a blue house and an arrow to the entrance of a high building with a bunch of floating UI panels.
- You can buy a home and then travel to it.
- You can also travel to other players' homes by searching the home list nearby or by selecting them in the friends/party/guild list and clicking "Visit home".

## Extending your home

- When home and Build Mode is turned on (via the wall panel), some walls will display panels offering you to extend your home. After buying an extension, you can remove the walls in that direction to uncover additional space.

## Building basics

- Click "Enter Build Mode" on your home's wall to enter Build Mode.
- While in Build Mode you can add new components to your home and move/rotate/remove the existing ones.
- Use right-hand Trigger to either interact with items you point at in the world or grab the new assets from the left-hand menu (if you have Left Hand mode enabled in the comfort setting, be sure to enable the Left Hand Stick movement too, otherwise the controls may conflict).
- Left hand menu also allows you to change tools: switch to the Tools tab by either pressing a corresponding button of the left-hand trigger.
- To exit the Build Mode, use the exit-icon button on the left-hand menu. Your changes will be saved automatically when you do that.

## Advanced building

- Assets tab of the left-hand menu also has Styles: drag them out the same way you do with components and select objects with the right-hand trigger to apply.
- Hand tool allows free manipulation of objects without any snapping.
- There's an "Enable Creator Mode" button on the wall, it might be of use when you're trying to manipulate objects on a scale larger or smaller than the human body.
  - Use the Grip button on one of your controllers to grab space and move yourself or grab with both to rotate and zoom.
  - Use joysticks to select actions and options on the small controller-bound menus.

---

## Core Combat

### Directional Dodge/Dash

- Dodge/dash by holding the stick left/right/down and pressing jump on the ground and in the air!
  - Players can also dash forward in the air.
  - When dashing or otherwise gaining enough speed (e.g. gliding, jumping, falling..), a speed VFX will play around the player's vision. The faster the player, the more intense the VFX is. The "speed lines" are directly related to the player's velocity, i.e. falling down leads to the lines to go from top to bottom
- Dashing too often too quickly will exhaust you. Exhausted dash can only be started from ground and it will be shorter than normal one.
- Comfort Settings:
  - Change dash input method - select "Flick Dash" in Comfort Settings.
  - Try "Head Movement" in Comfort Settings for head dips effect on dash and landings. **Only activate this if you have strong VR legs!**

### AI Updates

- We've made some updates to the Baby Sylphids in plains 1, as well as all of the enemies in Skylands! The changes mainly focused around positioning and coordination between enemies.

### Crouch

- Crouch by holding the right stick down, exit by holding it up. Crouching enters Stealth, where the player moves slower and cannot dash.

### Variable Jumping

- Jumps are higher if you press the button for longer and do not consume stamina.

### Blocking & Enemy Interaction

- When fighting against basic melee enemies (Sylphids & Skyland Enemies) as a Blade Master, the player can block attacks by holding their sword at a perpendicular angle to the enemy's weapon

- Blocking does not consume stamina anymore
- Trigger does not need to be held to block anymore
- A red circle and flash indicate an unblockable attack on the basic Sylphid & Skyland Enemies. Like the name says, the player cannot block this attack with their sword.
- Basic Sylphids & Skyland Enemies react directionally to player hits (works for both EM and BM) e.g. hitting a Sylphid or Skyland Enemy on the left side of the head makes it flinch towards the right
- Basic Sylphids & Skyland Enemies now utilize a new movement system that allows for them to keep within reach of the player and adjust while also attacking.
- BMs can now block projectiles again by swinging their sword at incoming projectiles. The projectiles get deflected in the direction the player was swinging in

## New Brute Enemy Type

- In Fractured Plains, near where the Winter Event was with all the Banshees, there's a spawn point for the new brute enemy type. There are also Brute enemies sprinkled throughout the new Skyland zone.
  - Look for an exiled-style enemy with a large axe.
- Attacks are heavy and directional. Coming from all directions - ideal for trying out blocking or dashing away.
- Has an unblockable "charge" attack signaled by a windup animation, followed by chasing the player, and ending on a jump attack
  - Player needs to have some distance from the enemy for it to initiate this attack!
- Since alpha 1, we have added a lot more combo attacks so that his strikes are more varied now.

## New Grenadier Enemy Type

- This is another entirely new enemy type to Zenith! The grenadiers are an enemy that is evasive and throws grenades that explode with a delay and leave a damaging pool behind.

## BM Swords

- Swords received new VFX to indicate their charge status.
- The controllers vibrate while charging up and stop once fully charged. The intensity of the haptics is influenced by cadence.
  - *(Known issue: swinging in the air can reset charge haptics)*
- Cadence attacks now play haptics, too.

## Hookshot

- The hookshot is now part of the multi-tool
- It will only attach to specific anchor points in the new world (Black cubes with Cyan markings)
- Activated by pressing trigger while equipped
- Has aim assist and shows a reticle for valid targets
- When the line is attached to a surface Pushing up on the stick will shorten the line and down on the stick will lengthen the line
- By quickly moving your hand away from the anchor point, you can create tension (indicated by the line turning red), which, depending on your timing, can increase your speed
- Under Comfort Settings, on the right hand side, you can find some options related to the hookshot. Hookshot now has its own comfort row, too (Smooth, Vignette, OOB)
  - By default, your view will snap towards the anchor point you're attaching to. You may turn this off there. ("Snap Rotation On Attach")
  - Optionally, you can turn on "Snap Rotation On Release", which will align your view with your velocity at the time of release.
  - For OOB users only: There is an "Airtime" option, which is enabled by default. It slows down time for your character and gives you some time to figure out what to do next.