War of the Sword

Users manual

Introduction

The original War of the Sword is a cult classic, programmed in 2008 using Dark Basic. Riddled with bugs and special features, inexplicable even to its creator, it was rightly hailed as the greatest game of all time.

Special Features

- If both players attack at the same time, player 1 always hits instead of player 2
- Elegant attack animations
- Secret red warrior

Controls

The player controls are shown in the table below. You can also press **R** to restart the game.

	Movement	Attack	Crouch	Jump
Player 1	A and D	S	X	W
Player 2	Left/Right arrows	Right-shift	Down arrow	Up arrow

Combos

A skilled War of the Sword player has mastered the art of spamming combo attacks. For player 1, 'FORWARD' is always 'RIGHT', with the inverse applying to player 2. There is no minimum speed for typing key combinations.

Upper-cut
The power of the upper-cut is rivalled only by its usefulness. The key combination is:
DOWN-FORWARD-BACKWARD

Lightning
Favoured for its simplicity, lightning attacks can be used to humiliate your opponent by juggling their corpse. The combination is: BACKWARD-FORWARD-BACKWARD-FORWARD

Fire Whip
With its long range, and ease of use while airborn, the fire whip makes a formidable weapon. Its key combination is: DOWN-BACKWARD-DOWN-ATTACK

Stranger powers…
There are powers never intended by the games creator, which many consider to be unnatural. If you are powerful enough to discover them, you may gain the ability to levitate the corpses of your enemies! Do quad-damage with the fire-whip! Reach through time and stun your opponent *at the start of the next game!*