

Controls

PC	Keyboard	Mouse
	W = Up S = Down A = Left D = Right Spacebar = Boost E = Attack Q = Special	Control Aim button1 = Throw ball button2 = Dodge

PC or Console	D-pad	Analog Stick	Buttons
	8 way direction	Control Aiming	L1 Trigger = Dodge L2 Trigger = Boost R1 Trigger = Attack Analog Press = Throw #3 or A button = Special

Control Effects

User Input	Game Action
Directional (up, down, left, right and combinations of these)	Add appropriate directional motor force
Boost	Multiply motor force in current direction
Dodge	Add a small force in Y randomly chooses positive or negative
Dodge + Directional	Adds a small force in Direction applied
Attack (at ball)	Catches the ball if the force applied is bigger than the balls current force. Hold the attack for longer, for more force.
Attack (at air or players)	Attempts to knock other player, works if players are close to each other, small radius
Attack + Directional	Attempts to knock other players in the direction specified, adds a bit more area on the direction pressed
Throw (fast press)	Throws ball in direction of mouse pointer with minimum force Probably just good for a small pass.
Throw (hold press)	Depends on hold time, the more time the more power added to the ball. (More power will make for faster throws, suitable for scoring, knocking players, or getting ball farther away)
Special (Keeper w/ball)	Gives Keeper more power, to throw more powerfully faster... makes keeper glow.
Special (Keeper no/ball)	Allows the Keeper to see the ball position and its vector force visualization in bright colors (this helps the keeper know where the ball is and where it might go) Specially useful for the goal keep don't u think ? (Other players can't see this, the hidden powers that be! =))
Special (Chasers w/ball)	Increased power to dodges for a limited time, glowing.
Special (Chaser no/ball)	Increased power to Attacks for a limited time, glowing
Special (Beaters w/ball)	Increased throwing power for a limited time, glowing

Special (Beaters no/ball)	Can hit Bludgers if it is in proximity, bludger will be given force exactly like the quaffle, using the reticule and holding the button for more power.
Special (Seeker w/ball and no/ball)	Summons Shiva ... just kidding =) ... increased speed boost and shiny for a limited time.
Special (Seeker only when snitch is spotted)	Chase snitch (see more in-depth explanation below)
Hitting & Getting Hit	The player has a basic amount of force inertia, related between the broom and the player himself. If a force (a player attack, bludger, quaffle, crash) is strong enough to pass the inertia, if the player does not defend from the attack, the player might be knocked off the broom. The player can defend by using the attack key back in the direction of the incoming force. If the player successfully repels the attack then nothing much happens, possibly just a loss of speed and direction. In the case the player is hit, and the force is not enough to separate him from his broom, he might just become disoriented. In the case of being knocked off the broom, the player will rag doll to the floor and remain knocked out a few seconds. The player then must find the broom (which falls to the floor) and get back on it.
Catching the Quaffle	The quaffles mass is smaller compared to a player or a bludger. If the quaffle is slow or stopped its easy enough to just press the attack button near it, if it's going fast, you must hold the attack button enough time to balance out the force of the quaffle to catch it successfully. If not the quaffle might knock the player.
Chasing the Snitch	Once the seekers have pressed the special button, they will be taken up to a higher y plane, in this plane the snitch will fly around erratically and speedily, in this area the seekers then have to catch it, while fighting each other. They have the added advantage that depending on their teams bonuses earned, they have more speed boosts available. (note the game continues below for the other players).
Hitting the Bludgers	Bludgers are heavier than the quaffle, requires more strength to get going, they also can't be "caught" they must be hit. Harder to defend against... consider dodging!
Everything is "floating"!	There are (almost) constantly 2 world forces acting on the players and all balls. They are both linearly distance fading one is from the ground in positive y to keep the players in a certain range of y from the ground. Another is from the sky in the negative y to keep the players from exiting the stadium area. (exceptions are when player is knocked of the broom and in the snitch chasing, where the forces are replaced by others.)
Different Brooms (extra feature)	Different brooms have different motor abilities, some can accelerate faster, and others can turn faster... picking the right broom for the job does the trick!
Different Players (extra feature)	Different Players have different strengths, so the time to fill up their power bars is different.