**System Requirements**

**Minimum System Requirements:**

- **Processor:** 1.6GHz dual-core CPU or 2GHz single-core CPU
- **Video Card:** Any Windows-compatible card that supports DirectX 9.0c and Shader Model 1.1
- **Audio Card:** Any Windows-compatible card
- **Memory:** 512MB (Windows XP), 1GB (Windows Vista)
- **Hard Drive:** 100MB Free
- **OS:** Windows XP SP2 or Vista
- **HID:** Keyboard and mouse

**Installation Instructions:**

Download the game from the website. Double click Setup.exe and follow the installation directions. To play, double-click the icon on your desktop.
Chewi Beaver is going to be a father! But with a baby on the way, Chewi now has a new concern: the environment. Chewi has been an active carpenter all his life, building dams throughout his domain and providing services for many woodland creatures. Now humans have encroached upon the marsh and cut down so many trees that Chewi is worried about his baby not having enough wood to build himself a home when he is all grown up!

In order to ensure a happy future for his offspring, Chewi needs to clean up the marsh, and find an environmentally-friendly method of building a home. Chewi decides to recycle the odds and ends left behind by the humans as his building supplies, which will also help clean up the forest! Help Chewi in his quest by guiding him through the marshy maze in search for a way to save the environment, and ensure a safe and pollution-free future for his family.
GAME MECHANICS

- Build and destroy dams to navigate through the marsh
- Rotate the map to control the flow of water
- Navigate only through water
- Collect trash to clean up the swamp and to build a new home
- Avoid barrels of toxic waste and oil
- Tunnel between regions of the marsh to avoid polluted waters

CONTROLS

Rotations:

Open/Close Dams:

Movement:

Tunnel:
1. Toxic waste barrier
2. Collectible human object for Chewi’s new home (must be obtained before reaching final destination)
3. Chewi Beaver
4. Inaccessible terrain
5. Tunnel between levels
6. Tunnel between regions of the swamp
7. Oxygen meter
8. Level indicator
9. Inventory of building materials for Chewi’s home
ALEX GARCIA - Lead Programmer
Coded level editor, beaver animation, oxygen meter, and interfaces/menus

SEAN CRETELLA - Programmer
Rotation design, water implementation, interfaces/menus, basic game mechanics design

DANIEL MEJIA - Programmer
Water implementation, basic game mechanics design

RICHARD WANG - Programmer
Basic game mechanics design

EMILY BLOOM - Artist
Designed graphics, beaver animation, menus, game website, and game manual

*Special thanks to Walker White & Don Holden

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