Graviscape

Coderie

Instruction Manual
System Requirements

Windows XP/Vista/7/8
Keyboard
Graphics Card supporting Direct3D

Installation

1. Place the installer CD into the PC’s CD drive.
2. Double click on the setup application.
3. Follow the installation wizard.
4. Double click on the Graviscape application.
5. Help our hero escape the factory!
Here in the idyllic town of TownTown, a factory owner spent his days peacefully designing robots for all sorts of less than savory purposes. However, that all changed when a school was built next to his factory. The sound of the students’ laughter distracted him, so he designed a new class of robot guard dog. The robo-dogs were designed for monitoring the playground’s laughter levels. If the laughter levels got too high, the robots chased and terrorized the children, because the owner of the factory hated fun and kids and sunshine. For maximum effectiveness, hate for all these things is programmed into the robots.

Our hero, Knell, was hand made by the factory owner to be the meanest, most hateful robot there was. However, a manufacturing slip-up made him love what his owner hates. Now, Knell seeks to escape the factory where he was made so he can play with the children. On his way out of the factory, he stumbled upon experimental gravity manipulation technology. Not knowing how the factory owner planned to use it to hurt the children, our hero steals the device and uses it to escape the factory.
**Basic Objectives**

**Reach the Exit**
Navigate our hero to the exit door in each level to escape the factory!

**Avoid Obstacles**
Overcome obstacles and the robo-dogs that prevent Knell’s escape by switching gravity!

**Conserve Energy**
Knell needs energy to switch gravity, so make sure you watch his energy bar!
Controls

Walk (Platformer View)
When in platformer view, use the left and right arrow keys to move our hero!

Switch gravity
Use the space bar to switch gravity!

Walk (Top Down View)
When in top down view, use all four directional arrow keys to move our hero. Remember to keep an eye on your energy bar as it depletes!
Obstacles and Game Objects

Platforms
These platforms allow you to navigate the level. Don’t fall on them from too high!

Swinging Platforms
These platforms swing to conform with gravity. Be careful when you are on these platforms as you switch gravity!

Water Pipes
Water pipes will drip water when gravity is pulling downwards. Don’t get electrocuted!

Hole in the Wall
The flaps will reveal a hole when gravity is pulling into the screen. Don’t fall in!

Robo-dogs
Beware of these robo-dogs! They will chase you and hunt you down!

Batteries
Pick up these batteries for extra energy!

Floor Spikes
Don’t fall on these spikes when gravity is pulling downwards!

Wall Spikes
Don’t fall on these spikes when gravity is pulling into the screen! These can also be used to climb when gravity is pulling downwards.

Exit Door
Lead our hero to the exit door to complete the level!
Credits

Programmers

David Kelly
Jennifer Goto
Philip Corriveau
Ryan Morris
Sara Boccabella

Artist

Helen Tian

Musician

Ryan Morris