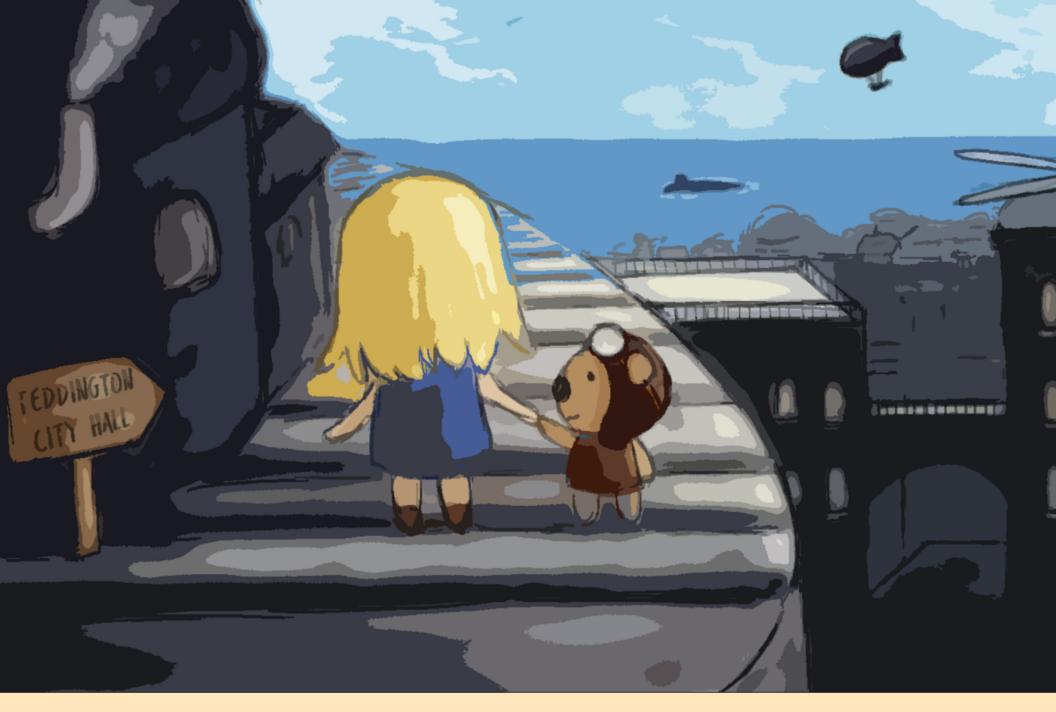
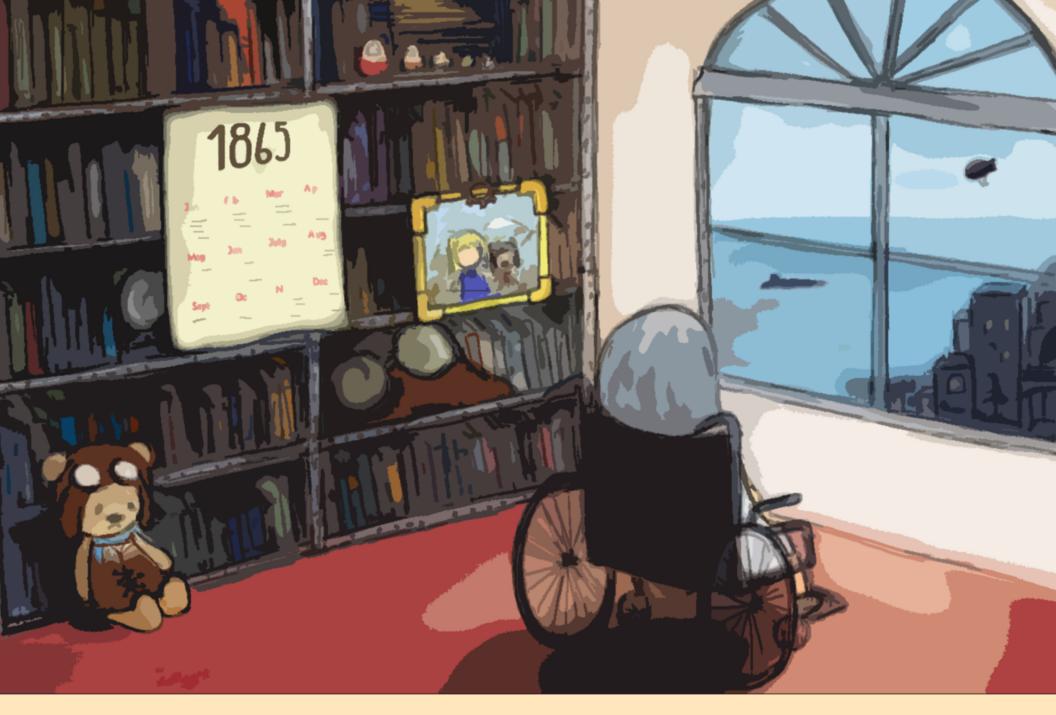
# EDDINGTON







In a 19th century town Teddington, Elizabeth and Teddy were best friends. Every day they would embark on their tiny adventures across Teddington.



As years went by, Elizabeth 's memories began to fade. Until one day, she could no even remember Teddy. She often sits quietly and stares out of the window for hours.



Teddy decides to venture through Teddington to collect photo pieces and build a photo album that could help Elizabeth remember. The adventure begins...

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What you need

- Getting Started 2
- Know your items
- Playing the game
- Levels
- Speical Thanks
- Team members



# WHAT YOU NEED

Mac or Windows

Screen resolution of 1280x720

512 MB of RAM

50 MB of free disk space

Mouse and Keyboard



### GETTING STARTED (Mac)

#### Install

I. Download the Mac version of "Teddington" from the GDIAC website https://gdiac.cis.cornell.edu/gallery/.

- 2. Double click "Teddington(mac).zip" to unzip the folder to a desired location.
- 3. Open the folder, and double click "Teddington" to open the application.
- 4. Enjoy!

#### Uninstall

I. Locate the "Teddington" folder on your computer.

2. Delete this folder.

### GETTING STARTED (Windows)

#### Install

I. Download the Window's version of Teddington from the GDIAC website https://gdiac.cis.cornell.edu/gallery/.

- 2. Right-click "Teddington(windows).zip," and unzip the folder to a desired location.
- 3. Open the folder, and double click "Teddington.exe" to open the application.
- 4. Enjoy!

#### Uninstall

I. Locate the "Teddington" folder on your computer.

2. Delete this folder.

### BASIC ITEMS



Photo Pieces Collect them all to complete the level.



Exit Get to the door to go to the next level.



Boxes

Push them around and see what happens.



#### Platforms

Place platforms anywhere on the screen.

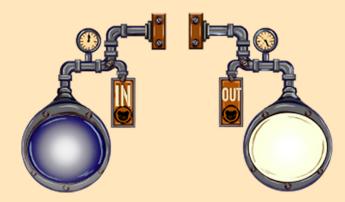
### ADVANCED ITEMS







#### Colored levers + Colored Platforms Toggle levers to enable/disable colored platforms of the same color.



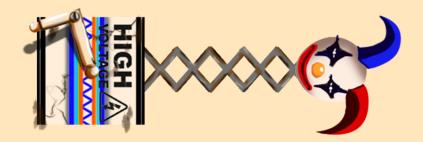
#### Portals

Travel through portals to take a shortcut, but note that pipes are one-way only.

### DANGER



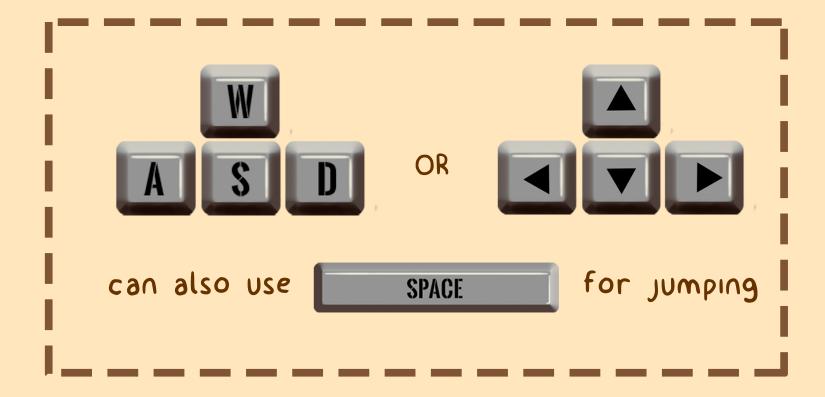
#### Gears Stay away from them because they will tear Teddy apart.



#### Jack-In-the-box

Beware of the crazy clown as it will electrify and burn Teddy.

### CONTROLLING TEDDY



### NAVIGATING IN THE GAME



More options: settings, going back to main menu, level selections, etc



Replay. You can also press "R"



Go back to Building phase. You can also press "Enter" to swith between playing and building.

### BUILD YOUR WAY

Teddington has two phases: the Building phase and the Playing phase.

In each level, Teddy needs your help to figure out a path in the Building phase! Once you are satisfied with item placement, click on **[[]** to progress to Playing phase!

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### INVENTORY

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CLEVEL 1-2

### THIS IS YOUR INVENTORY! "





WHITE GLOW = INVENTORY ITEMS

PRESS SPACE WHILE DRAGGING TO ROTATE ITEMS

### LEVELS

Teddy begins his adventure in downtown Teddington. He plans to first stop by his favorite toy shop in town. After that, he wants to watch the humpback whale on the submarine trip. Hopefully he still has time to watch the circus performance before dinner!

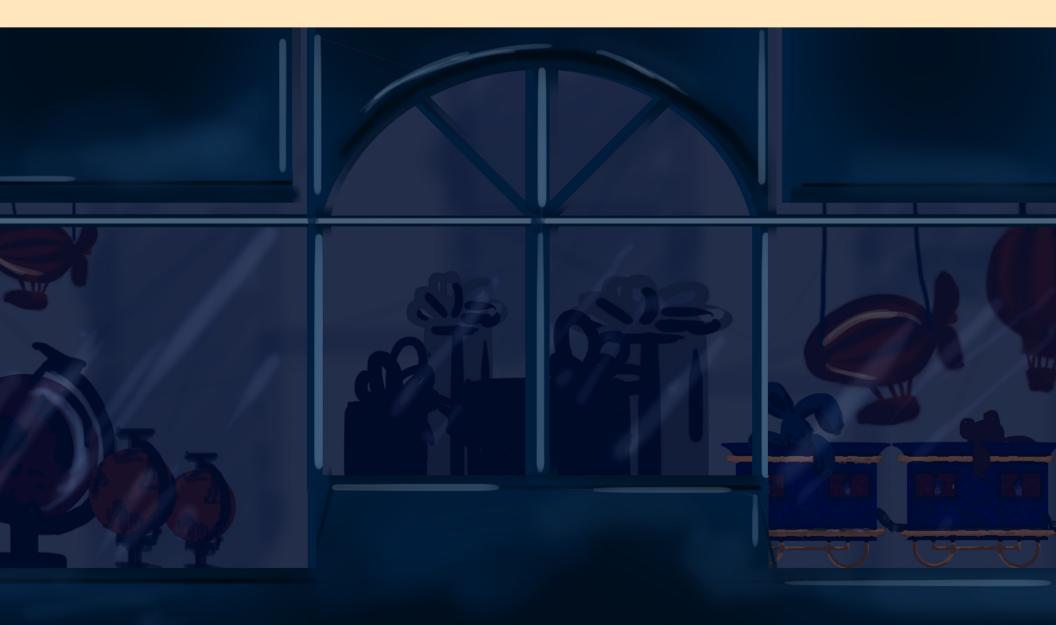


### DOWNTOWN TEDDINGTON



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### TOY SHOP



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### SUBMARINE



### CIRCUS



# SPEICIAL THANKS

http://www.sonniss.com/gameaudiogdc2016/ (Sound effects) Albert Zhang (Level Design) BjÖrn BjÖrnsson (Composer) Jiahao Zhang (Souvenirs)



# TEAM MEMBERS

Yıtıng Wang (Project Leader, Programmer) Felix Chen (Lead Programmer) Shiyu Wang (Programmer) Leezel Zamidar (Programmer) Wenhui Feng (Lead Designer) Le Yuan (Designer)

