Graveyard Shift



Game Manual

Oops! All Programmers

System Requirements

To play the game, you will need:

MacOS 10.12+
Windows 7+ 64 bit
Minimum screen resolution of 1280x720
Keyboard and mouse/trackpad

Installation

To install on Mac

1. Go to https://graveyardshift.page
2. Click on the "Download for Mac" button
3. Drag the zip file to your Desktop
4. Double-click to unzip the folder and double-click on GraveyardShift.app to run

To install on Windows

1. Go to https://graveyardshift.page
2. Click on the "Download for Windows" button
3. Drag the zip file to your Desktop
4. Double to unzip the folder and double-click GraveyardShift.exe to run

To uninstall on Windows/Mac

Drag the downloaded folder/application to the Trash/Recycle Bin and empty it. All set!

The backstory



SAVE STEVE!

Reach the staircase

Guide Steve through the floor up towards the staircase to reach the ground level.



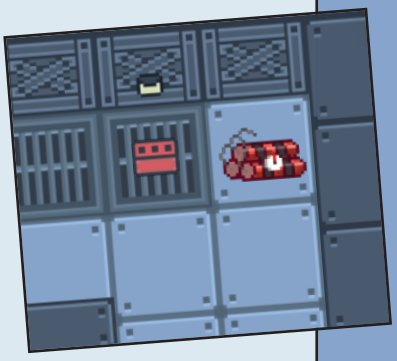
Keep quiet!

Help Steve through corridors while monitoring the volume of his footsteps.



Use items strategically

Manage Steve's resources, exploit his surroundings, and plan ahead!

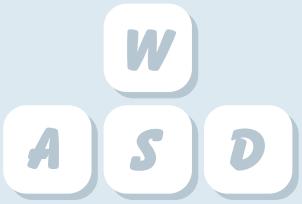


Distract the mutants

Help Steve mislead and evade the mutants with sound rings or eliminate them.



CONTROLS



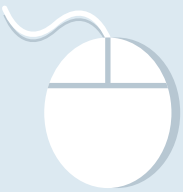
Use **WASD** or the arrow keys to move Steve in different directions.



Press **Shift** while moving to sprint.



Press **Space** to pick up an item or to open/close doors.



Press the **mouse** to use an item, throw a brick, or open/close a door.



Press **Q** to cancel a throw.



Press **R** to reset a level.



Press **Esc** to pause the game.



Press **1** or **2** to toggle between inventory items.



Press **E** to drop an item.



Press **K** to start speedrun.



Press **Enter** to skip dialogue.

INTERACTABLES



Key
Unlocks doors but jingles around, making lots of noise.

Bomb
Kills and destroys anything in a one-tile radius but makes a huge explosion sound.

Brick
Destroys glass and creates noise.

Glass
Makes a sound when destroyed.

Crates
Obstructs Steve and mutants but destroyable with bomb.

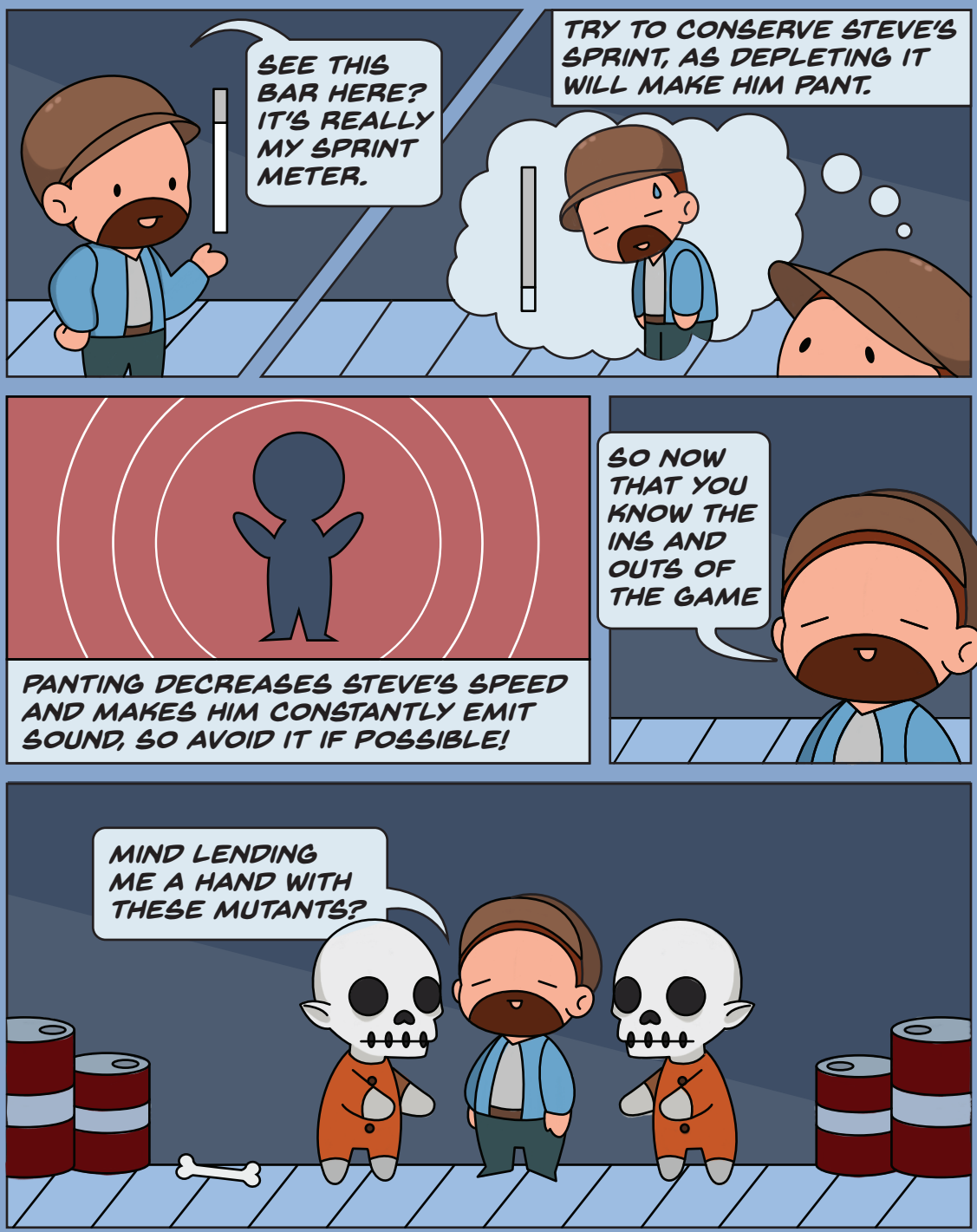
Locked door
Must be opened with a key.

Staircase
Leads to the next floor.

Puddles
Cause Steve to constantly emanate sound.

White noise
Masks Steve's sound radius from mutants.

Additional notes



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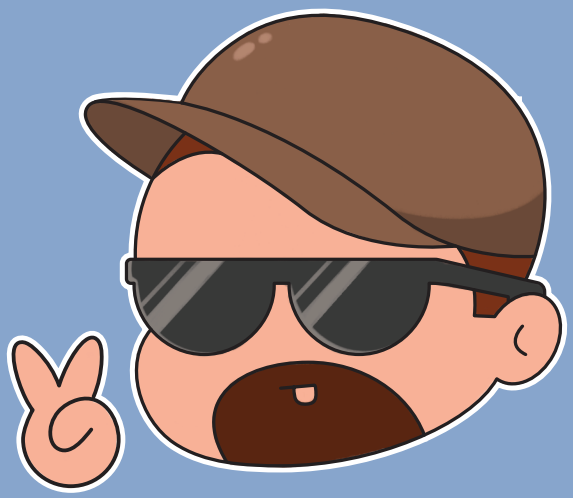

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