Running On Empty is a post-apocalyptic resource management/survival RPG with 64*64 pixel graphics.

-You are an agent, and your sole mission is to retrieve the package from THE SANCTUARY.

Game is saved automatically when you arrive at locations.
Your save will be deleted when you die.

Controls:

Enter key - Confirm
Space key - Open Menu
Number keys - Select options
Escape key – Cancel
Arrow keys/WASD - Move

In travel:

Space - Open Menu

In combat:

Enter - Fire
Space - Open Menu
Up key/W - Aim
Down key/S - Duck

In sniping:

Enter - Fire
Space – Hold breath
Arrow keys/WASD - Move

In Hacking:

Number keys – Input numbers
Backspace key – Delete numbers
Enter - Confirm
Escape key - Exit

In Lockpicking:

Left Right keys/AD - Move
Enter - Confirm
Escape key - Exit

In Barter:

Number keys - Select
Right key/D - Choose Sell
Left key/A - Choose Buy
Enter key - Confirm

Stat:

Health - Your health. If this reaches zero, you will die.
Armor - Armor of your vehicle.
If this reaches zero, your vehicle will break.
Clothes - Condition of your clothes. It reduces your damage.
You'll catch a cold if it's too low.

You'll be more likely to catch illness if you get tired. You can prevent this by resting or decreasing the pace.

Items:

Bobby Pins - Used to pick locks.
Stimulants - Heals your health. Can be used in combat.
Medkits - Heals your health greatly. Cannot be used in combat.
Antibiotics - Cures illness.
Repair Kits - Repairs your vehicle's armor.
Flashbangs - Used to run away safely.
Spare Clothes - Used to change clothes.
Fuel Tanks - Used to refuel your vehicle.

Skills:

Guns - Affects your aim accuracy.
Repair - Affects your efficiency of Repair Kits.
Sneak - Affects your probability of successful escape and theft.
Lockpick - Affects your lockpicking ability.
Survival - Affects your effectiveness of food and water.
Speech - Affects your success rate of persuasion and intimidation.
Barter - Affects purchase prices of items.

All skills affect certain options in events.

Upgrades:

Fully Automatic - Enables you to shoot faster.
Floating Module - Enables you to cross rivers safely.
Booster - Enables you to travel faster.
(with increased fuel consumption.)
Motion Tracker - Detects enemies and prevents ambush.
Disinfector - Prevents illness caused by contaminated water.
Stabilizer - Reduces your gun's recoil.
Ballistic Armor - Reduces your vehicle's armor damages.

You can get upgrades at locations with bigger building icons.

Pace:

Steady

You take frequent rests. You will not get too tired.

Strenuous

You stop to rest only necessary. You will get tired.

Grueling

You barely stop to rest. You will get exhausted.

Desperate

You never stop. It damages your health and can be fatal.

Rations:

Filling

You eat 3 units of food in a day.

Meager

You eat 2 units of food in a day.

Bare Bones

You eat 1 unit of food in a day.

Fasting

You never eat.

You drink 2 units of water regardless of rations

Resting requires 2 units of foods and 1 units of water regardless of rations

Factions:

There are 3 factions in the game.

-The Community

-The Corporation

-The Religion

You can join them at their bases.

You can see which faction settlements belong on the map after joining them.

Reputation in a faction will increase when you help people who belong to it.

Reputations affects progress of events and prices on barter at them.