

Welcome to Wake!
What is Wake?

Wake is an action platform game where the player has to exit the ship. There are traps, puzzles, mystery and rewards dotted along its many routes to the oceans surface.

The goal is to get the biggest, meatiest highscore you can.

In this 2013 edition you have widescreen support, new traps, more controller compatibility, randomised paths and loads of teeny tiny little new features.



CONTROLS



Left analogue stick - **MOVE** - Direction keys
Right analogue stick - **LOOK** - N/A
A - **JUMP** - A
B - **USE ITEM** - S
X - **RUN** - D
Y - **MAP** - W

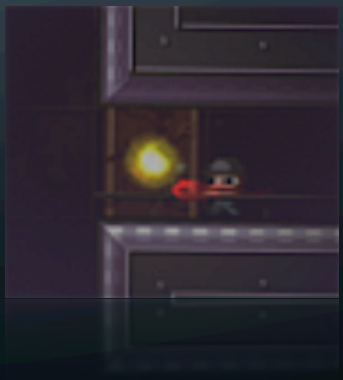
- Hold run and jump to climb a ledge. Some objects on the side of walls can be grabbed and climbed, keep an eye out for them.
- Touch an item on the ground to pick it up.
- Clicking in the right analogue stick locks the camera's position.
- Swimming controls are the same, the run button speeds up swimming. Hold run and jump to leap out of water.

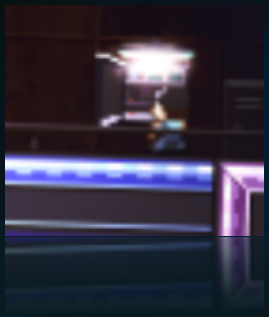
ITEMS



Metal Doors
These require keys to unlock. Keypads will be in the same room, though sometimes they will be hidden. There may even be more than 1 keypad per room. Keypads can be used underwater too.

Wooden Doors
Wooden doors don't have keys or locks but can be smashed down with a few swings of the axe. The axe can't be used underwater, so watch out!





Pill Cabinets
Adrenaline can be taken at these points. These power-ups don't last very long but they counteract the slowdown from running uphill and enhance both speed and jumping. They also make the player swim faster.

There are other items lying around! See if you can find them all!

TRAPS

Fire
Touching a fire is okay but if you spend too long in one you might ignite. You then have a short time to douse the flames! If you can't then you'll faint and the water will catch up to you and wake you up.

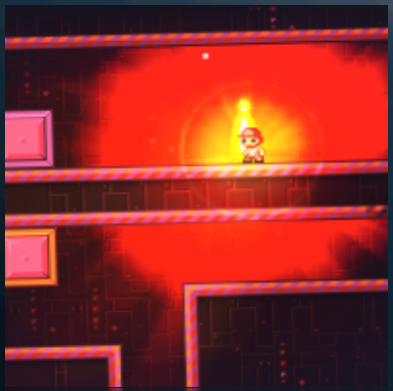




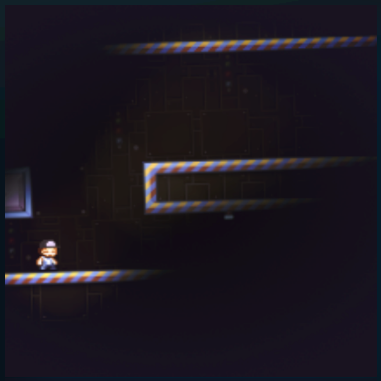
Turrets
Turrets can either be fixed in a direction or follow the player. Some are on timers, some are always firing. Try to avoid the bullets if you can! If you take too much damage then you'll faint and the water will catch up. Thankfully these turrets don't like water or power cuts that much.

LIGHTS

Unfortunately there seems to be some random power cuts on the ship. During these the lights (and turrets) go out. In order to see you'll need one of the following;



Flares
These are dotted around the ship though they are quite rare. A flare will light up the whole area for a limited time.



Torches
Waterproof torches offer a smaller, though permanent, light source. They can be aimed by moving the right analogue stick or the numpad on a keyboard

SWIMMING

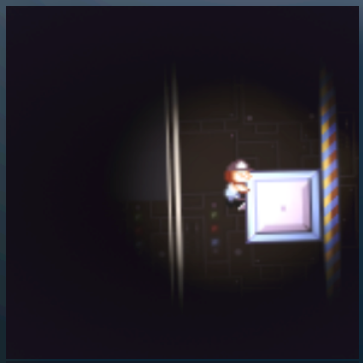
Don’t worry about jumping in for a quick dip. That impending-doom ladened, rising dark water is actually quite nice. You can go anywhere you wish in water, just be sure you don’t run out of air. An indicator pops up when you’re running low on air and when you’re all out - it’s Game Over!



If your air supply is running out be sure to top it up by swimming through air pockets, located in most rooms on the ship.

CLIMBING

By holding run and jump the player can climb up ledges or special handgrips on some surfaces.

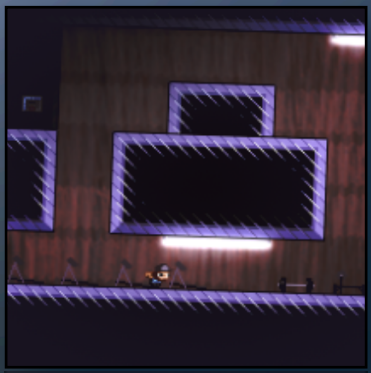


You can also slide down walls by holding the direction towards them whilst you're falling. This will slow your descent.



TIPS

The ship gradually sways as it sinks and this has an effect on the little engineer. The steeper the decline the faster he will run, the opposite is also true as running uphill will slow the player down. Jumps can be easier during these rotations. Rotations have no effect on swimming.





Hidden amongst the ship are air vents like these. Pressing the use button will enter one. But be warned! Don't leap down an empty shaft, it might take you a long way back. Conversely it might skip a difficult path too.

The number of spare keys you have left over, the number of meteors you collected and the distance between you and the water at the end will all affect your overall score.
The faster you run, the higher the jump.



Play

Select the difficulty and go! Further difficulty modes are unlocked when you complete the preceding difficulty. The harder the setting, the quicker you will ignite and faint, the fewer keys you start with and most importantly - the faster the water rises!

SCORES

Check offline stats and achievements and online highscores here.

CONFIG

Change various settings.

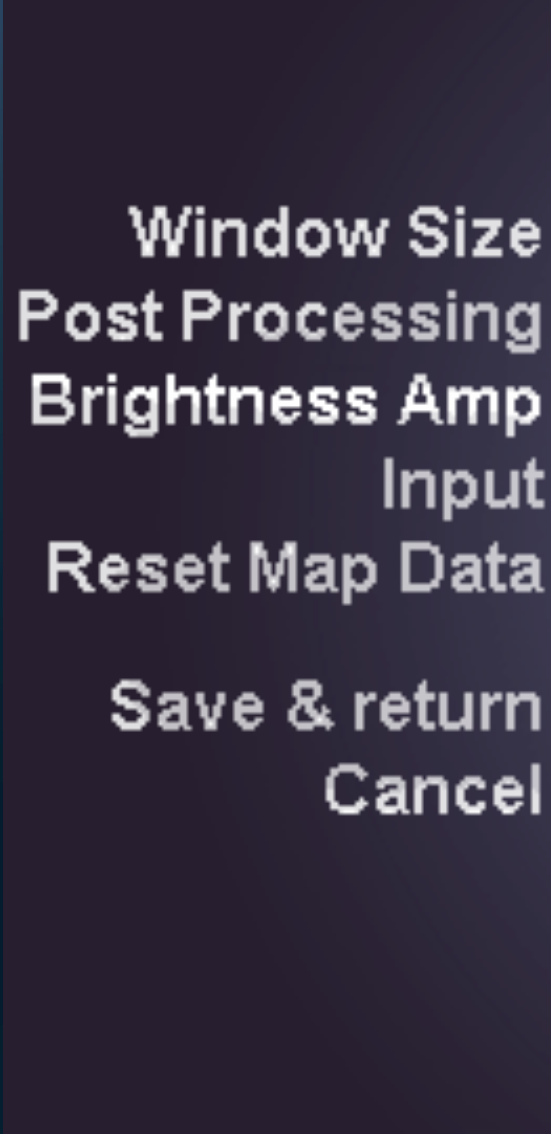
QUIT

Leave! The ESC key also quits the game instantly at any point in the game, so be careful!

Window Size
Switch between windowed or fullscreen.

Post Processing
Disables the post processing effects (blurs, some particle effects).

Brightness Amp
If you find the game a little too dark use this to make it a bit brighter.



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Wake
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