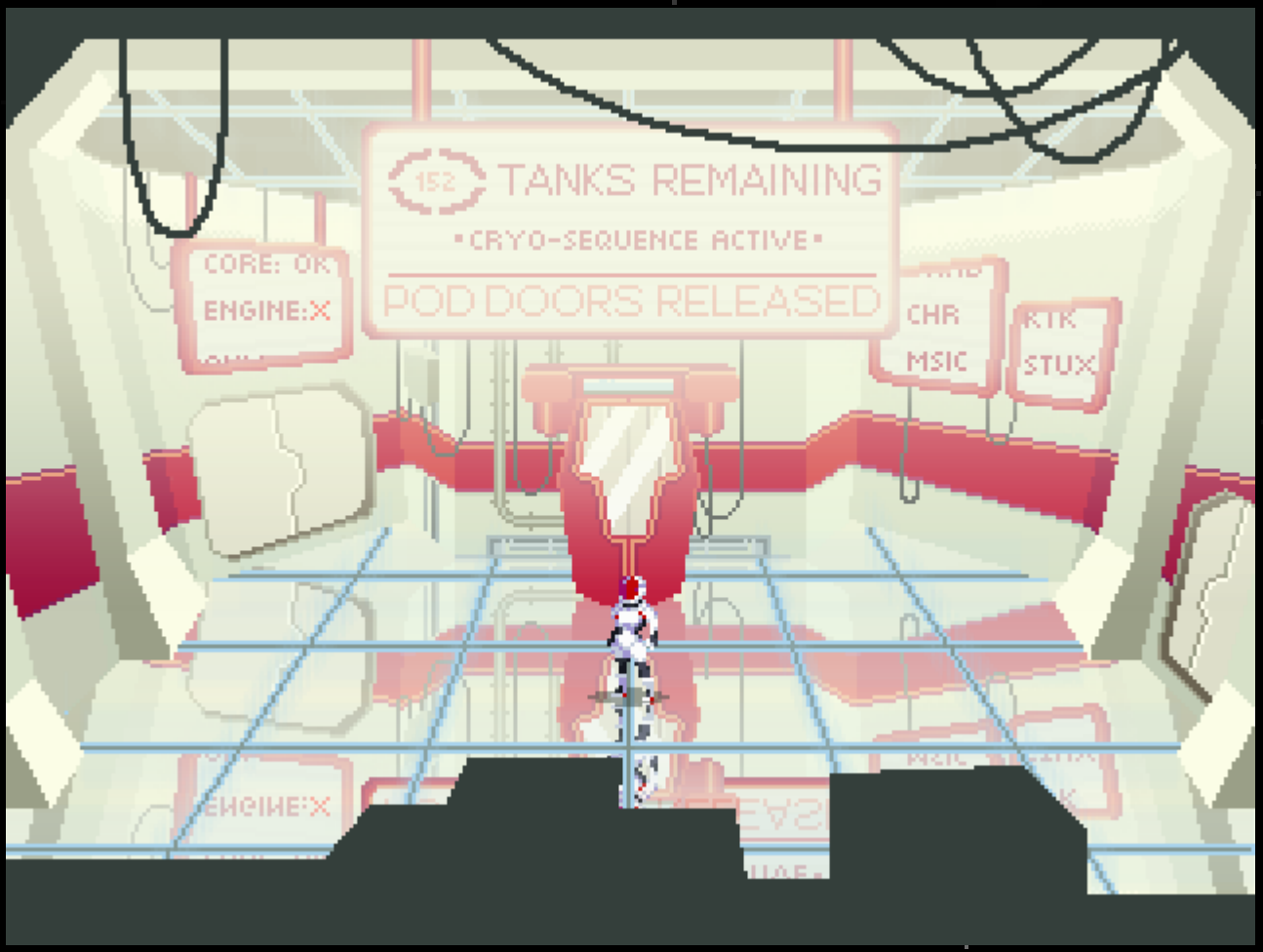
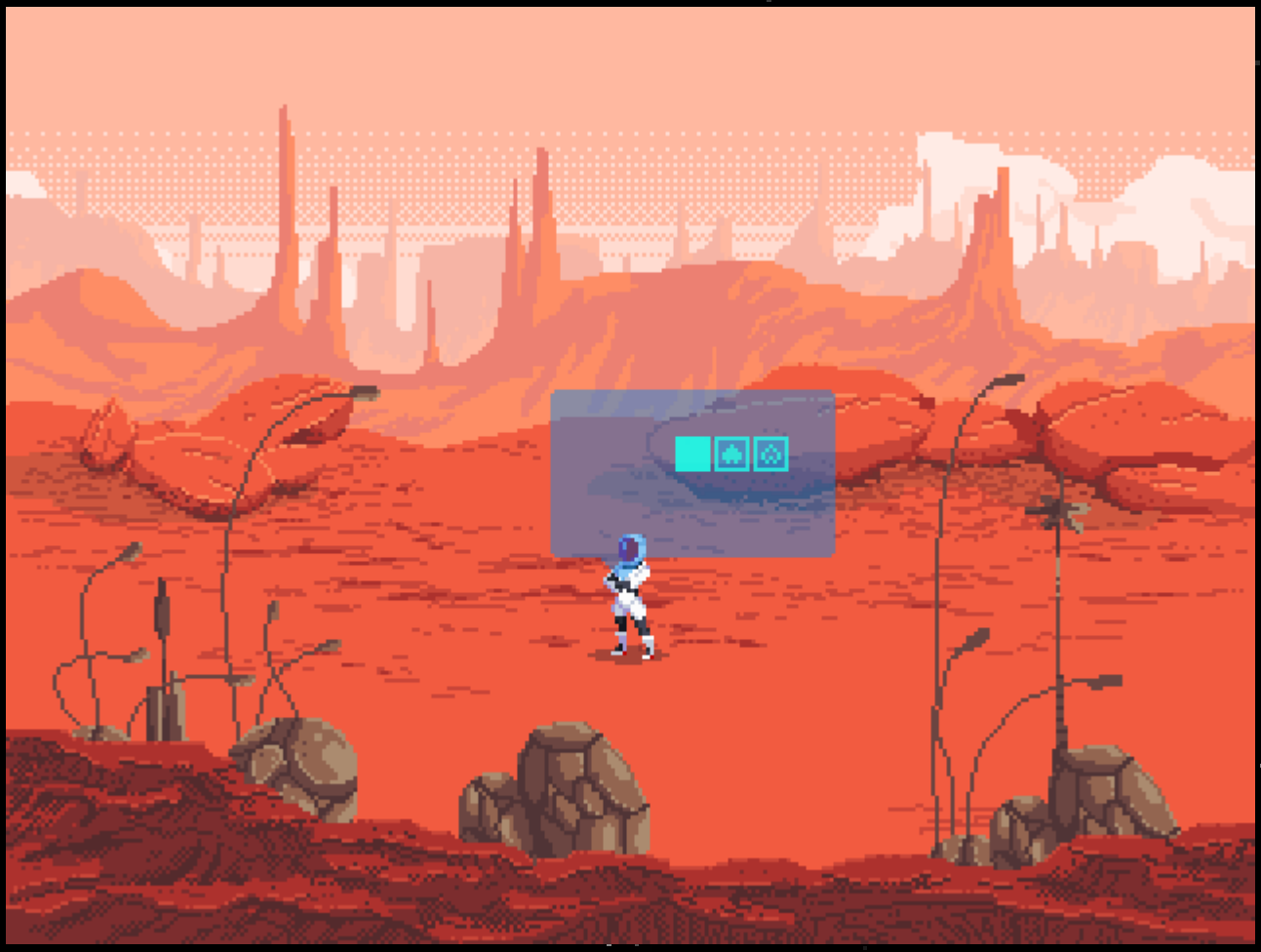
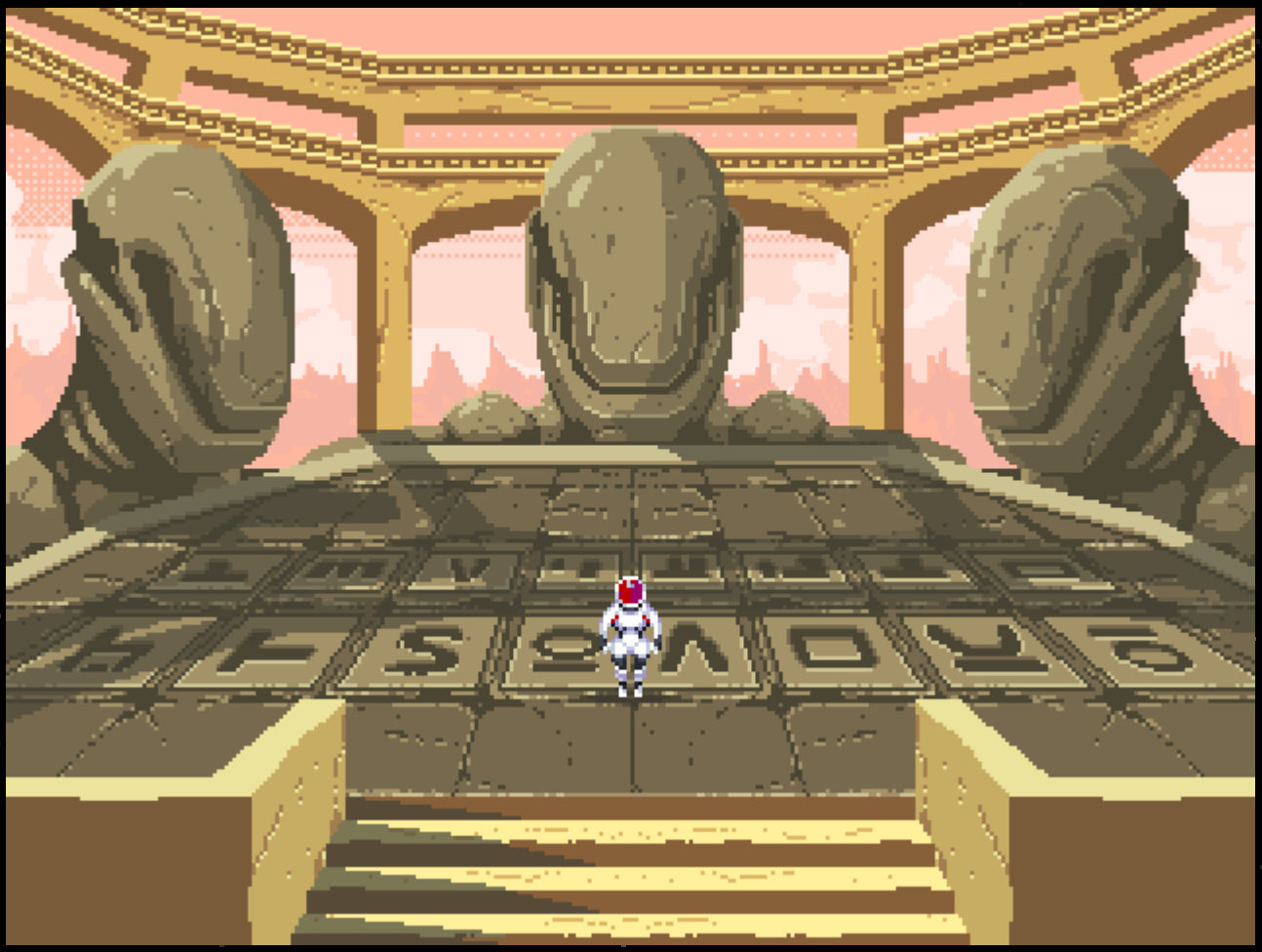
STRANDED IS A MINIMAL POINT AND CLICK ADVENTURE, DESIGNED TO TAKE THE PLAYER ON A SHORT BUT MEMORABLE JOURNEY



The game's controls are very straightforward: To move the astronaut, just click where you want them to go, and they will being walking immediately. Some players actually prefer clicking and dragging out from the astronaut to move, so give both a try and see what feels most natural to you.



To open the minimap, just click on the astronaut while they are stationary. The minimap only shows locations that have been visited in the current session, and so requires a little exploration to become useful, so don't worry if it seems a bit abstract or confusing the first time you use it.



The game world is permanent, but events are dynamic. If you become stuck or unsure of what to do, why not take a break for a few hours and then come back? The environment may have changed while you were away, and new locations may now be available for you to explore.