

CONTACT

If you have any questions or feedback regarding the game, please do not hesitate to contact us through info@fermis-path.com

MAIN MENU

The main menu is your first peek into the world of Fermi's Path. From here you can create a *new save file* or *load an existing one* to start or continue your journey.

Accessing the *options* menu allows you to adjust *graphics and sound settings* as well as the *keyboard and gamepad bindings*.

Level selection

The *play button* leads you to the level selection. All available levels are listed. In a fresh save file only one level is unlocked initially. You have to beat it to access more levels.

In the upper area you can switch through level groups to access level expansions and custom levels.

The central area shows the levels of the currently selected level group. If a group contains more levels than can be shown simultaneously, you can switch through all of them using the arrows to the left and right.

Every circular Icon shown in the central area represents one level. The smaller icons attached to the level icons represent the three difficulty settings. They change color when you beat the level in the corresponding difficulty.

The bottom area allows you to adjust the difficulty setting. It also displays your best scores for the selected level and contains the back button that leads you back to the main menu.

GAME MODES

The Path Mode

The path mode is a regular run through a level. If you complete a level, the next level of the group is unlocked. Every level can be replayed at any point if you wish to improve the achieved score!

Infinite Mode

Once a level was beaten in path mode it can be played in infinite mode. In this mode the level repeats itself indefinitely, becoming faster with every iteration. Your goal is to survive as long as possible to increase your highscore. Infinite mode highscores are published to the Steam leaderboards.

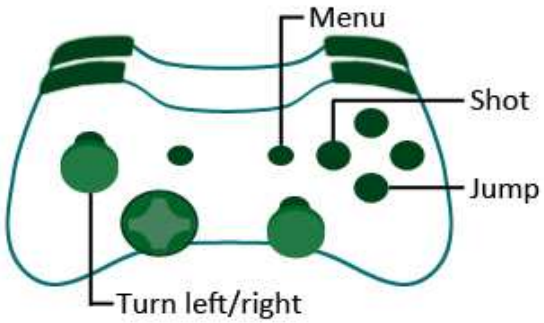
CONTROLS

You can control Fermi with a keyboard, a gamepad and other input devices. We recommend using a gamepad. Keyboard and gamepad bindings can be adjusted in the options menus corresponding sub menus.

Gamepad controls

Fermi's Path works with most common gamepads. The default button bindings are adjusted to the Xbox 360 gamepad and should work with similar gamepads out of the box.

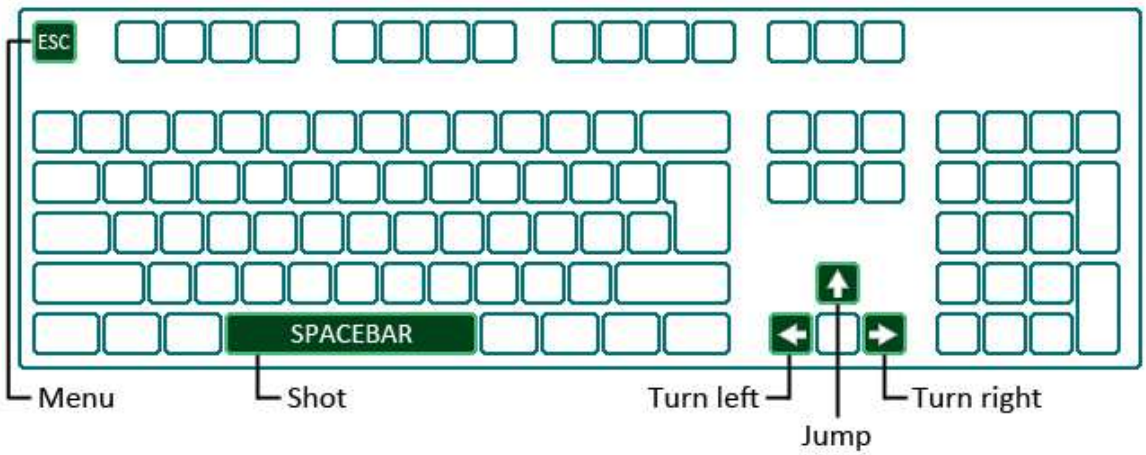
Hint: Fermi's Path may not detect your input device if you plug it in only after the game war started! In case you run into trouble make sure to plug in your device before you start up the game.



Default gamepad button bindings

Keyboard controls

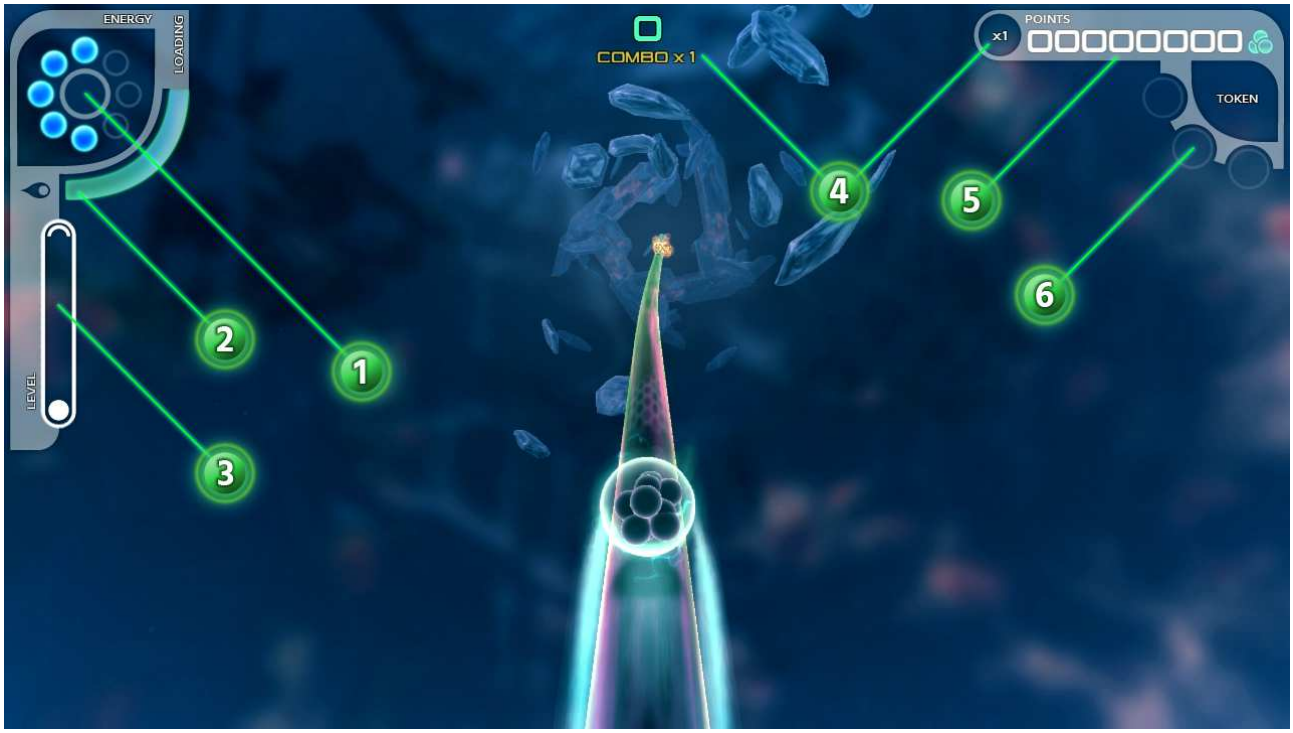
Hint: Some keyboard do not allow pressing certain key combinations simultaneously – for example pressing two arrow keys and space at the same time. If your keyboard doesn't support combined input like this, please try to rebind the key. For instance W-A-S-D controls should work on most keyboards.



Default keyboard bindings

HUD – DISPLAYED LEVEL INFO

The HUD (Head-Up-Display) gives you all important information about Fermi's state and your current level progress.



HUD

- 1) Energy points

  If all energy points are used up Fermi explodes and the level is failed.

- 2) Weapon recharge

  After every shot the weapon is recharged. How much time it takes before another shot can be fired depends on the type of weapon used.

- 3) Position in level

  The white circle starts at the bottom and slowly moves upwards. It shows Fermi's progress through the level and the finishing distance.

- 4) Combo

  The points rewarded for picking up a collectible or defeating an enemy is multiplied by this multiplier. For every 10 collectibles Fermi picks up or enemies defeated in a row, the combo multiplier increases by one. Taking damage or not receiving points for too long resets the combo.

- 5) Overall Score

  This number is the overall number of points collected since level start.

- 6) Tokens

  Every level contains three tokens – sometimes hidden or hard to reach behind path objects or obstacles. The order of tokens in the level is represented in the HUD. For example if the left one is missing, you have to look for it around the level start.

LEVEL OBJECTS

Every level features a variety of path objects. Some are useful for completing the level but other may serve as obstacles in your way.

Collectibles



Points
Collect points to directly increase the current score.



Token
Per level three tokens can be collected. They are usually hidden around the track or hard to reach. Tokens collected increase the overall score per level.



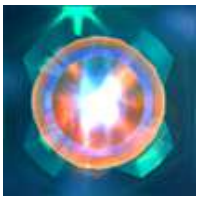
Energy
Collecting energy refills one point of Fermi's energy and directly increases the current score.



Shield
Touching the shield object grants Fermi immunity to all kinds of damage he may receive otherwise. It also counts directly towards the current score.



Weapon upgrade: Quickfire
Compared to the default weapon, the quickfire weapon upgrade has a way shorter recharge time.

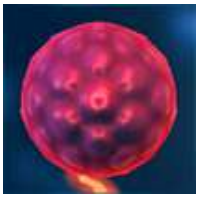


Weapon upgrade: Damage Up
Compared to the default weapon, the damage up weapon upgrade does more damage to enemy particles.

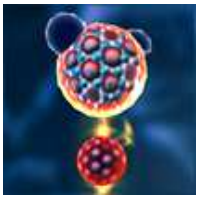


Weapon upgrade: Burst
The burst weapon upgrade allows Fermi to fire 3 projectiles with one button press.

Obstacles



Barrier
Barriers are static obstacles Fermi has to avoid by changing lane or jumping.



Stomper
Stompers are static obstacles high enough to prevent jumping over. They open and close their bottom part in set intervals so you have to anticipate when to slip through.

Enemies



Static
As their name suggests, statics are static and have to be defeated or avoided. Some statics may even shoot back at Fermi.



Chaser
This enemy particle floats in front of Fermi for a set time frame. If Fermi is on the same side of the path the Chaser will shoot at Fermi at his own height.



Collider
Collider come in on Fermi from ahead, on a particular side of the path and on a given hight. As they can not be eliminated, they must be avoided in due time.

Helper objects



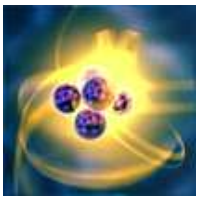
Liftup
If Fermi touches a liftup he is automatically lifted up. As liftups can be placed above the path, they make objects accessible that could not be reached with a regular jump.



Pusher
Pushers double Fermi's speed and prevent him from falling back onto the path if he is traveling midair.



Gate
A Gate is a hidden or hard to reach connection to a secret path. Secret paths contain even more collectibles but also dangers. If Fermi enter a secret path and reaches it's end he continues his journey on the main path where he touched the Gate.



Explosive
This path object explodes on contact with a projectile, Fermi or even with an enemy! The destructive explosion can clear most enemies it hits but also inflicts damage to Fermi if he comes too close!