`The Little Crane That Could.'
Steam edition - windows.
(c)2015 by Abraham Stolk

Recommended system spec

Corei5 or faster.
Integrated or Discrete GPU.
SSD Drive.
Gamepad with two analog thumb sticks and a DPAD.

Remapping keyboard controls

Driving is with arrow keys, but the other keys can be remapped by editting the file keymap.txt
You find this file in:
C:\Program Files (x86)\Steam\steamapps\common\The Little Crane That Could\keymap.txt

Adding gamepad support.

If your gamepad is not supported by SDL2, you can add a definition for it in gamecontrollerdb.txt
C:\Program Files (x86)\Steam\steamapps\common\The Little Crane That Could\gamecontrollerdb.txt

Default keys

arrow keys	Drive
Q A	Rotate crane [*]
W S	Elevate crane [*]
E D	Bend crane [*]
R F	Extend crane [*]
T G	Grapple [*]
Tab	Switch vehicles [*]
M	Enlarge map [*]
`/~	Toggle UI (Useful for taking screenshots.)
Alt+Enter	Toggle between full-screen and window mode.

[*] - Can be remapped in keymap.txt

Support

If you have an issue with this game, please send a tty-log from the console window to b.stolk at gmail.
Or you can leave a message at the steam bulletin boards.