

PROJECT GRAVITON

GAME MANUAL

12/02/2016
Revision: 1
Release: 1

The Main Menu

The main menu can be operated by using your arrow keys, or the left analog stick of a controller.



There are 3 options, Play will allow you to go ahead and play the game, while settings will allow you to manage how you would like to play the game.

That are few settings that might affect the achievement and progress recording for the game.

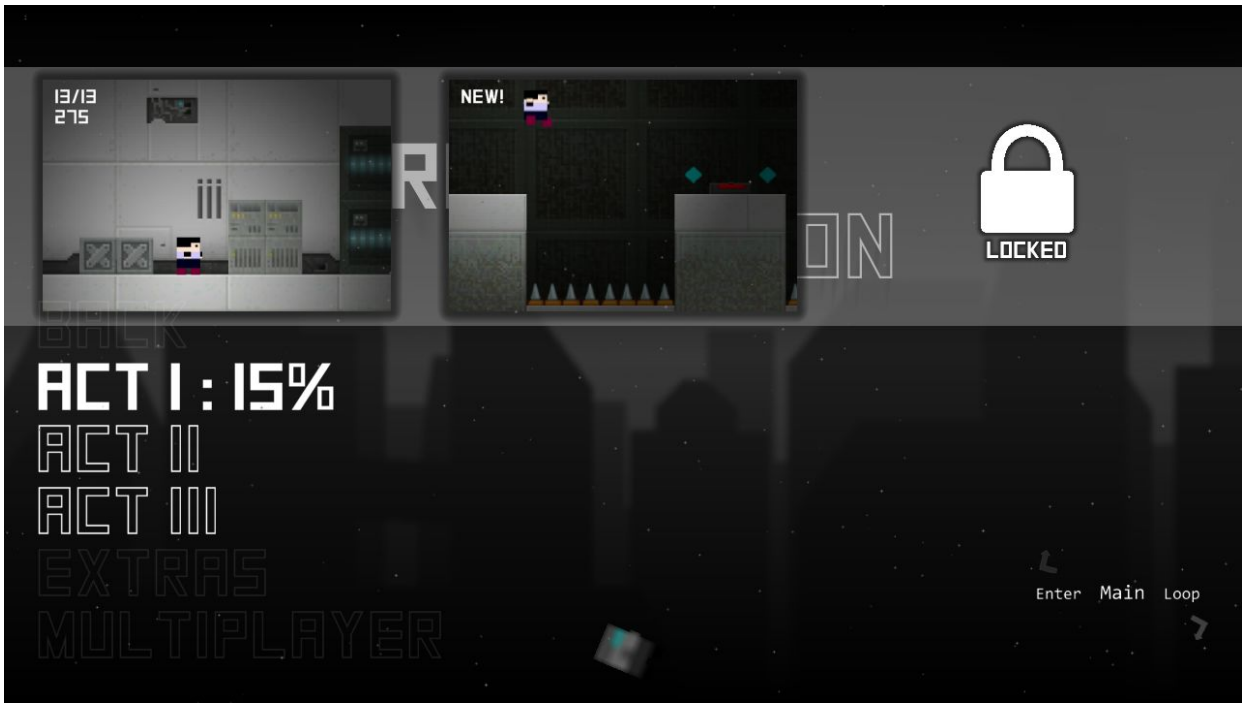
Below are the **settings** options and their description:

- **Full Screen** : This will turn the windowed mode off, and scale the game to fullscreen at 720p/60fps
- **Master Volume** : Controls the volume of the game, these controls might be sensitive, and it's recommended to change the volume, by 10 or 15 in a single key press.
- **Gore** : Turns off blood particles on death of a player.
- Dialogs : Dialogs refer to ingame character dialogs, they can be turned off and allow players to play the game without worrying about getting interrupted by dialogs.
- **Unlock all Levels** : This allows the user to unlock all the levels, however, upon doing so, all achievements related to progress are disabled. In Order to remove this effect, the player must reset all levels.
- **Reset all Levels** : This allows the user to reset all levels and, this doesn't affect their level progress. If a user has completed half of the game, and resets all the level, their High Scores are saved on Steam, but only the levels are locked.



Below are Play options and their descriptions:

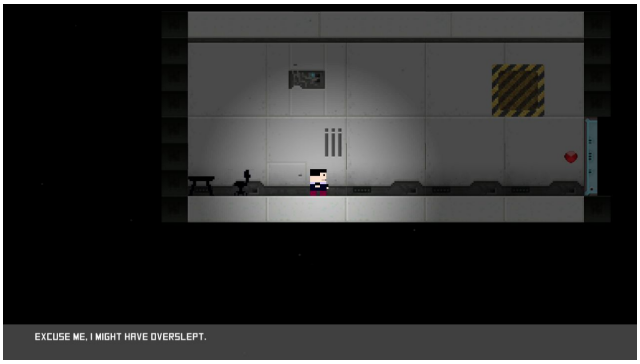
- **Act** (I , II , III) : Allows you to view progress and look deeper into the levels of a specific Act. You can also see your score on the top-left of the thumb nails.
- **Extra** : This options dim out when hovering over act. Contains Extra content
- **Multiplayer** : Project Graviton features a co-op multiplayer game mode. It is recommended to player with 2 controllers.



The Game Screen

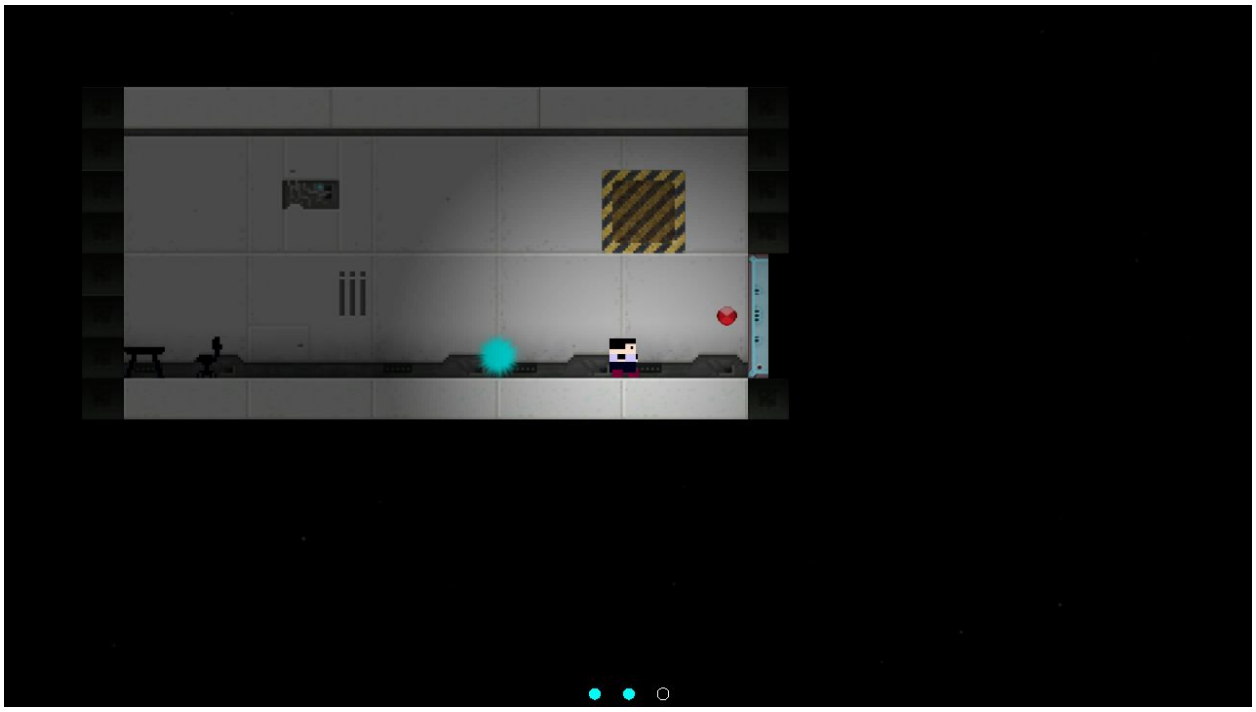
Dialogs

When characters are speaking, a dialog box will pop at the bottom, you can continue the dialog by pressing the **“Space”** key or **“A” button** on your controller.



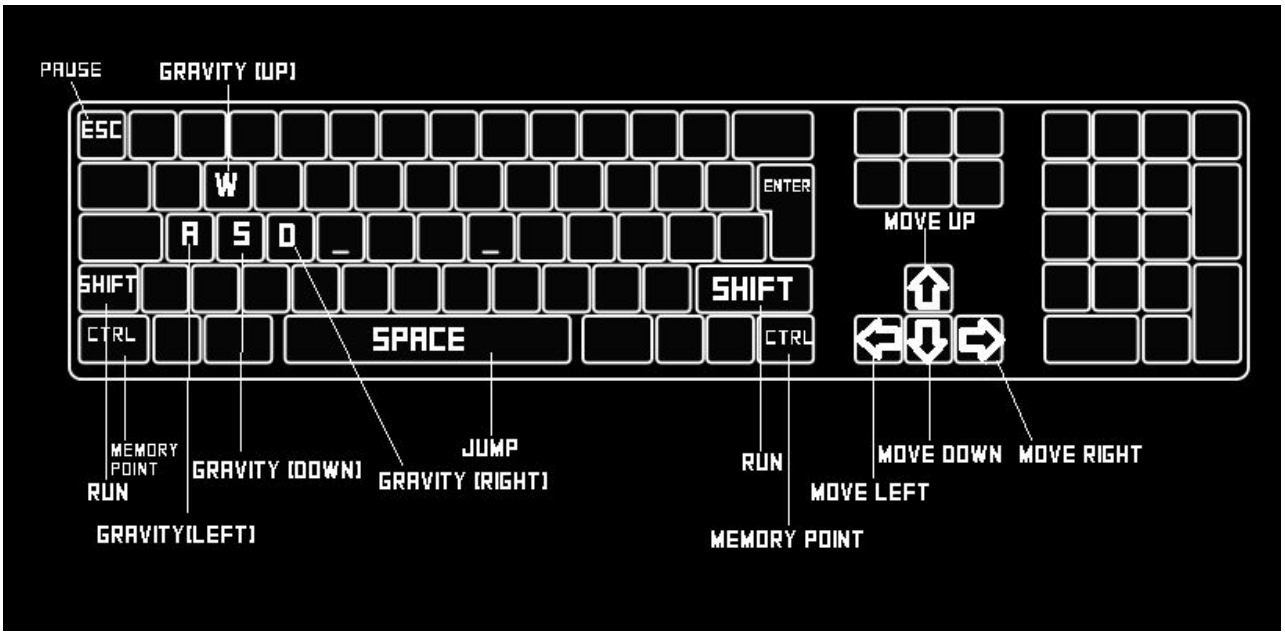
Environment

- **Switch**: The **red button** in the game is a switch, switches can be activated by pressing the **“X”** key or **“X”** button on controller. Once a switch has been activated it turns Cyan.
- **Memory point:** The **Cyan colored glowing orb** is a memory point, these points can be **viewed at the bottom of the screen**. Memory points can be activated by pressing the **left “Ctrl”** key or **“L trigger”** on the controller.
- There are Chips throughout the universe of Project Graviton, Chips are cyan in color and diamond in shape. Upon collecting on of these chips a score meter will pop up. Collecting chips in succession allows the combo multiplier to raise. But when not collecting the chips the combo multiplier goes down. This allows for competitiveness in scoring.

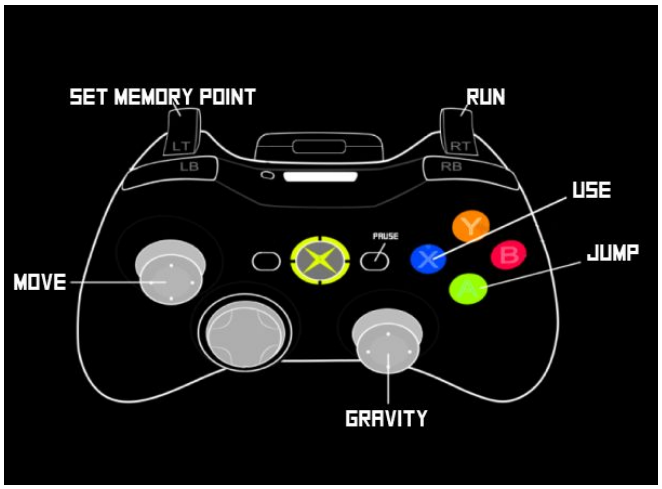


Gameplay

The game can be played with either a controller or a keyboard. It is suggested that you use a controller to play the game.



The image above shows the keyboard controls, and **the image on the right shows the controller controls.**



Extras

When not viewing the Acts, going below, will show you the Extra and Multiplayer options.

Extras contains a test room, prologue cutscene and credits.





Multiplayer will allow you play the game with another player in split screen mode.

The game doesn't support online multiplayer yet.

The controls for multiplayer are different if the user would like to play on a single keyboard, and **requires a numpad**.

It is recommended that you play with 2 controllers. Alternatively you can also play with 1 keyboard and 1 controller.

If playing with 1 keyboard the Keys are mapped as following:

Key type	**Player 1 Keys**	**Player 2 Keys**
Movement	I - J - K - L	Numpad 5 - 8 - 6 - 4
Jump	Space bar	Numpad 0
Gravity	W - A - S - D	Left - Right - Up - Down
Memory Point	Left Control	Right Control
Pause	Escape Key	Escape Key
Pause Controls	Up - Down	Up - Down

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