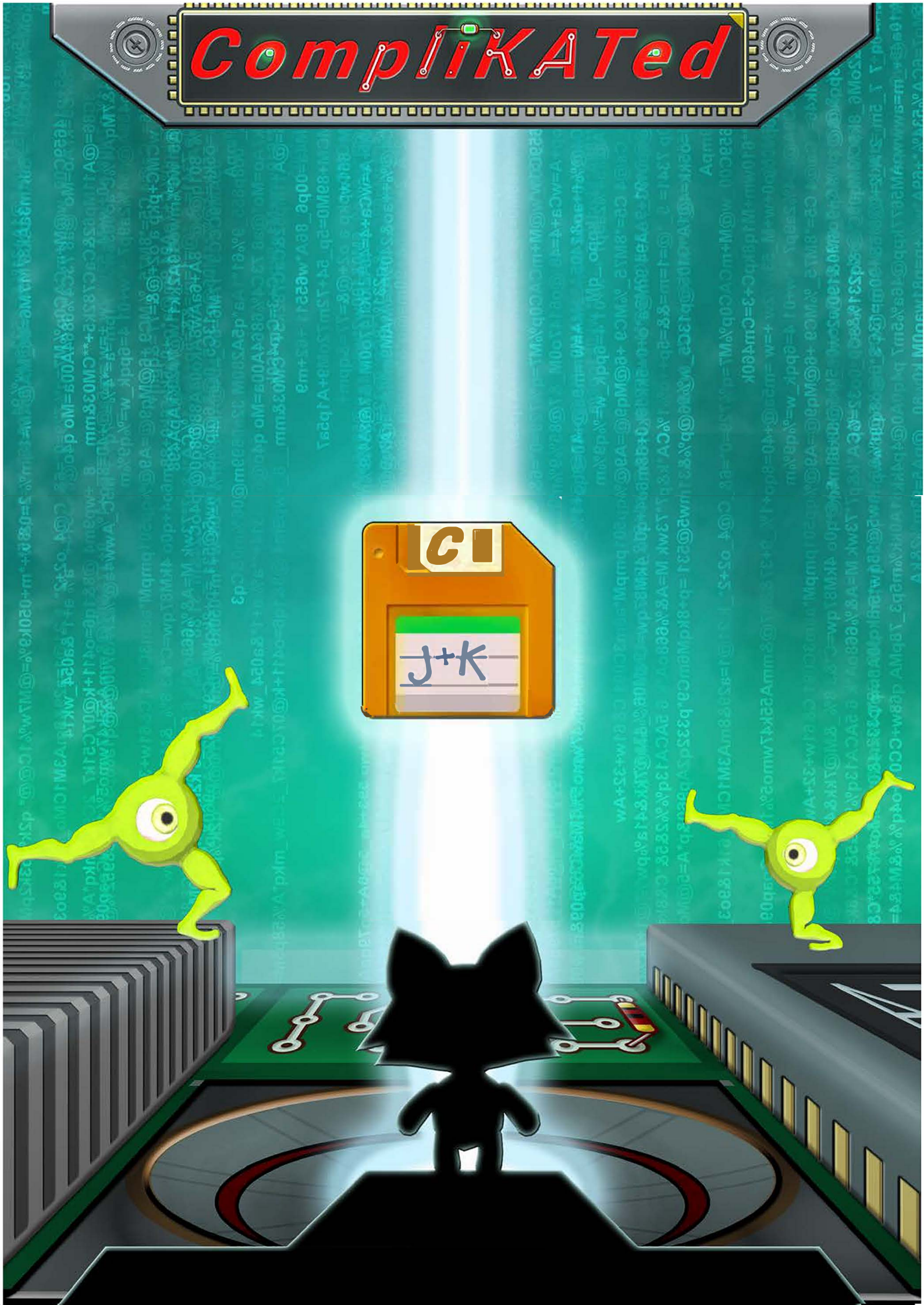
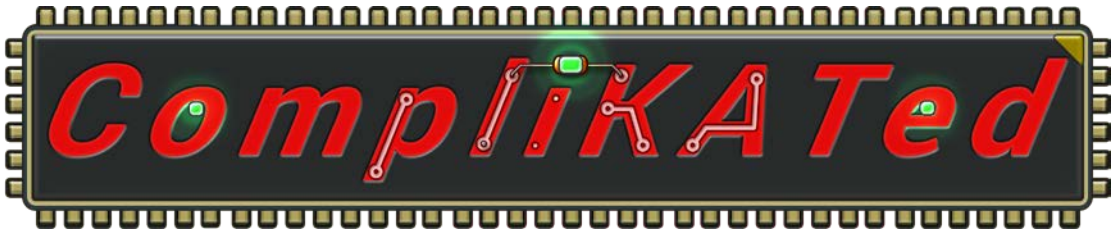

ComplKATed
CI
J+K



Game manual

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From: KT at 0x500A92A9C
To: Julius Leopold 1.42 rev. A. at 0x500A92A9C

Dear Julius,

I know you never stepped out of your enclosed memory location. I know you haven't got a clue of what lies out there.

All I know is every 65536 ticks a delivery arrives. It's signed: Julius Leopold 1.42 rev. A. Each packet, carefully constructed bit by bit, always has a perfect checksum. I don't know how you've managed to slip the JPEG with 0x9C2900 RGB code. It's the most amazing thing I've ever seen. I'll call it a "ribbon".

I'm only supposed to respond with an ACK after 256 ticks, but I secretly embed my most beautiful cookies. You had no idea the cookie wasn't supposed to be in the response, didn't you?

Every tick between delivery and response feels like ticks exponentially multiply. No, that's not right, it's like all ticks suddenly stop and the very notion of time has been erased. I fill the gap by building the cookie. I'm so happy and I can't imagine life without my data packets. And my ribbons…

The least I can do to thank you is to share my insights about what lies beyond. I found a way to override access to some forbidden data. I have compiled below some instructions for you. They reside in unencrypted memory blocks, under the name "Game_manual.pdf".

01001000 01100101 01101100 01110000 00100000 01101101 01100101 00100000 01110000 01101100 01100101 01100001 01110011 01100101 00100001 00001101 00001010 00001101 00001010 00001101 00001010

[Error:'UTF-8' decoder failed, invalid format. Please try another binary to text converter.]

Maybe there's also a way to cross the boundary of our locations. Maybe someday we'll meet. Maybe we'll go and see the world together.

PS: Yesterday I stumbled upon a folder called My Pictures. It's filled with wonderful images; somebody must really like to imagine impossible things. I chose a portrait for you. I have no idea what it is. It was labeled "little_fox_character.png".

Yours,
Kate



Keyboard controls

To do this	Press this key
Gameplay	
Move up	**W** or ↑
Move down	**A** or ↓
Move right	**S** or →
Move left	**D** or ←
Insert disk in terminal	**Space** + movement key
Interact from distance	**Space** + movement key
Select floppy slot	**1**, **2**, **3**, **4**, **5**, **6**
Navigate left/right in floppy slot	**Q**, **E**
Quick save (only near save point)	**F5**
Quick load	**F9**
Menu	
Main menu	**Esc**
Confirm	**Enter** or left click
Select option	**Numeric key** or left click
Set option	← □□□ → or **Enter**

Controller controls

To do this	Use this control
Gameplay	
Move up, down, right, left	**Left joystick**
Insert disk in terminal	**A** + **direction pad**
Interact from distance	**A** + **direction pad**
Navigate left/right in floppy slot	**LT** and **RT**
Quick save (only near save point)	**Y**
Quick load	**X**
Menu	
Main menu	**Start**
Navigate	**Left joystick**
Confirm	**A** or **X**
Cancel	**B**
Next level	**RB**
Previous level	**LB**
Restart level	**Back**

katsh# controls

(menu only)

To do this	Insert this command
Menu	
Play	**1**
Select player	**2**
Options	**3**
Quit	**4**
Next level	**N**
Previous level	**P**
Replay level	**R**
Create new player	**N**
Delete player	**D**
Select player slot to delete	**Numeric key** or **Enter**
Video	**1**
Video quality	**2**
Audio	**3**
Controls	**4**
Select option	**Numeric key**
Set option	← □□□ → or **Enter**

User interface

Logic counter



- Displays the number of floppies the Player has available, for each instruction type. The yellow cursor marks the current selection.

Display



- Level name – the name of the current level.
- Time limit – counts backwards the remaining time. After the countdown is finished, the Player can continue the game, but will loose one star.
- Score – displays the current versus total number of collected QBITS.
- Error messages

Error messages list:		
1.	The terminal is locked	text
2.	Error: destination blocked	the Player tries to use an inactive teleporter
3.	Error: No quantum splitter	the Player tries to quick save without sitting next to a quantum splitter
4.	Quantum splitter is used	the Player tries to tries to quick save to an already used quantum splitter

Tiles

Floor



Computer case Impassable background.

Eatables



Circuit board Impassable for all, except for you. Walking over the circuits will clear the tile and it will become passable also for mobs and falling objects.

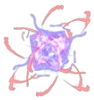





Tumbling objects

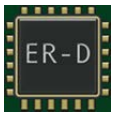


Potatron A round ball that will fall if there's an empty space beneath. When a Potatron falls on your head, you will be killed. It can be pushed horizontally, one Potatron at the time, if the path is clear. Falling Potatrons also can kill mobs. On a round chip they will roll and fall if the tile below is not occupied.

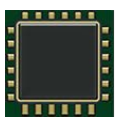
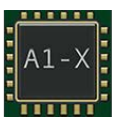


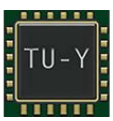
QBITS Loose information bits. Walking over will collect them and it will give you score points to unlock the next level. It cannot be pushed. Falling QBITS will kill the Player or mobs. They will roll over a round chip.

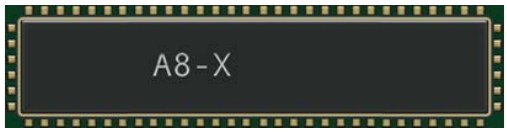
Walls

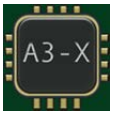


Square chips Impassable walls for the Player, QBITS, Potatrons and enemies. Potatrons and QBITS will not fall from chips with straight corners.

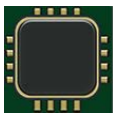




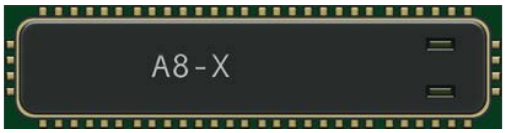
Round chips

Impassable walls for the Player, QBITS, Potatrons and enemies. Potatrons and QBITS will not fall from chips with straight corners.











Case strips

Outer walls, impassable for any moveable tile. Potatrons and QBITS will not fall when they are on top.





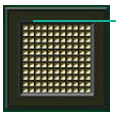
Metal plinth

Impassable for any moveable tile. The Player can see through them. Potatrons and QBITS will not roll over.



Glass panel

Impassable for any moveable tile. The Player can see through them. Potatrons and QBITS will not fall from them.



Motherboard components

Inner walls, for any moveable tile. Potatrons and QBITS will not fall from them.







Enemies



E.Y.E.

Execute() Yield() Execute() - a computer virus that will kill the Player if touched. Can be destroyed by tumbling objects, doors or E.A.R. surges.



E.A.R.

Electrostatic Antivirus Routine - a maintenance routine that will kill the Player when touched. It leaves behind a fatal trail of memory block surges (electric sparks). Can be killed by tumbling objects or doors. Other mobs and falling objects will be destroyed by the surges. E.A.Rs are immune to electric arcs.

Signal producers



Signal generator

Continuously generates a signal with the value of either 1 or 0. It is impassable for all. It will hold any falling objects.





Sensor

It can be activated if the Player steps or places an object on it . In active state will output 1, else will output 0. It is passable for all.



Timer

The timer generates alternatively 1 and 0 in a 5 seconds interval. It will hold any falling objects.

Signal transmitters



Wires

They instantly conduct the unaltered signal to the nearest connected point. When they transmit 1 they will appear as lit.
They are passable for all. Some wires have arrow displays, to indicate signal direction.



Battery

The battery conducts the unaltered signal to the nearest connected point with a 5 seconds delay. The progression can be monitored on the charging display. Impassable for all. It will hold any falling objects.



Cross-wires

They connect intersecting wires, both horizontally and vertically. When they transmit 1 they will appear as lit. Cross-wires are passable for all.



Splitter

It has one input, marked by a white arrow and 3 potential outputs. Splitters transmit the exact value they receive and accordingly display the value. Impassable for all. It will hold any falling objects.

Doors



Laser barrier

It opens when it receives 1, otherwise it will remain closed and block the path to all. Touching it won't do any damage, however, if the anything is caught inside during closing, it will be destroyed. The gate poles are impassable for all and will hold any falling objects.







Electric arc

It stops when it receives 0, otherwise it will remain active and block the path. Everything that touches the active arc is destroyed, Player included. E.A.R.s are immune and can pass through. The loose wires are impassable for all and will hold any falling objects




Signal modifiers



Inverter

It has one input and an output and inverts the received value.



Terminal

Computer terminals receive 2 inputs and have one output. They will accept: AND, OR, XOR, NAND, NOR instructions. Without instructions, they will output 0. When the Player inserts instructions floppies, the terminal will display the operation performed and output a value according to the logic result.
Some terminals are locked; the floppy cannot be removed or replaced with another floppy.
Some computers receive only one input and will allow only NOT instructions; they will display error message "err" for the unsuitable instructions.













Logic instructions



Logic instructions

Collectible items containing logic instructions (AND, OR, NOT, NAND, NOR, XOR). The Player has to pick them up and insert them into terminals. This will change signal output value accordingly to logic gates. For instance, if a terminal receives a 1 and a 0, uploading the AND instruction will generate a 0 output signal. An OR instruction will output 1.
They are passable only for the Player and they will hold any falling object.



Start, end



Start

It marks the start position of the Player in the current level.



Exit

It marks the exit of the current level. It cannot be used without the minimum amount of QBITS set per level.

Checkpoint



Quantum splitter

When activated, the device will capture the current moment in time, and the Player will be later able to restore the save. Each Quantum splitter has only one use. If another save point is used, the current one will deactivate itself. The Player can activate the Quantum splitter from a collateral tile, just like inserting a disk into a terminal.



Decorative tiles





Yellow band Passable decorative tile.





Labels Passable decorative tiles.



Arrow Passable decorative tile. It points to the signal's direction.





Oscilloscope Impassable decorative tile. It will hold any falling object.

Critters



Critters Critters are trapped inside the computer. The Player needs to open the way for each one, in order to rescue them.



Movement



One-way traffic One-way passable tile for the Player only. If anything blocks the tile in front of the roller, it will become impassable.



	***Storage***	If powered on (receives 1) the platter will spin in the direction indicated by the read-and-write head. Any rolling object (Potratron or QBIT) placed on the tile above will be displaced one tile. Impassable for the Player, mobs or tumbling objects. Impassable for all. When it's powered off it will hold any falling object.
	***Teleporter***	If powered on (receives 1) it will instantly transport the Player to the other teleporter. Impassable for mobs or falling objects.

Speed buffs

	***Quantum decayer***	Whatever moving object passes over it, it will be slowed down, including falling objects.
	***Quantum accelerator***	Whatever moving object passes over it, it will increase speed, including falling objects.

Logic operations

AND		
A	**B**	**A&B**
0	0	0
0	1	0
1	0	0
1	1	1

OR		
A	**B**	**A+B**
0	0	0
0	1	1
1	0	1
1	1	1

XOR		
A	**B**	**A⊕B**
0	0	0
0	1	1
1	0	1
1	1	0

NAND		
A	**B**	**A↑B**
0	0	1
0	1	1
1	0	1
1	1	0

NOR		
A	**B**	**A-B**
0	0	1
0	1	0
1	0	0
1	1	0

NOT	
A	**!A**
0	1
1	0