



MANUAL

Contents

Contents	2
Game description	3
Key features	3
System requirements	3
Menus	4
Game control	9
Game goals	10
User license agreement	11
Problems and solutions	14

Game Description

Waste, what could be worse, but someone has to solve this problem? Use the liquid to flush out the debris, detect invisible obstacles, build up protrusions and get to inaccessible places. Find other possibilities for using fluid in a first-person puzzle game with fluid simulation.

Key Features

- 25 unique levels
- Fluid simulation in real time
- Different ways of using fluid depending on the situation
- Original music.

System Requirements

MINIMUM:

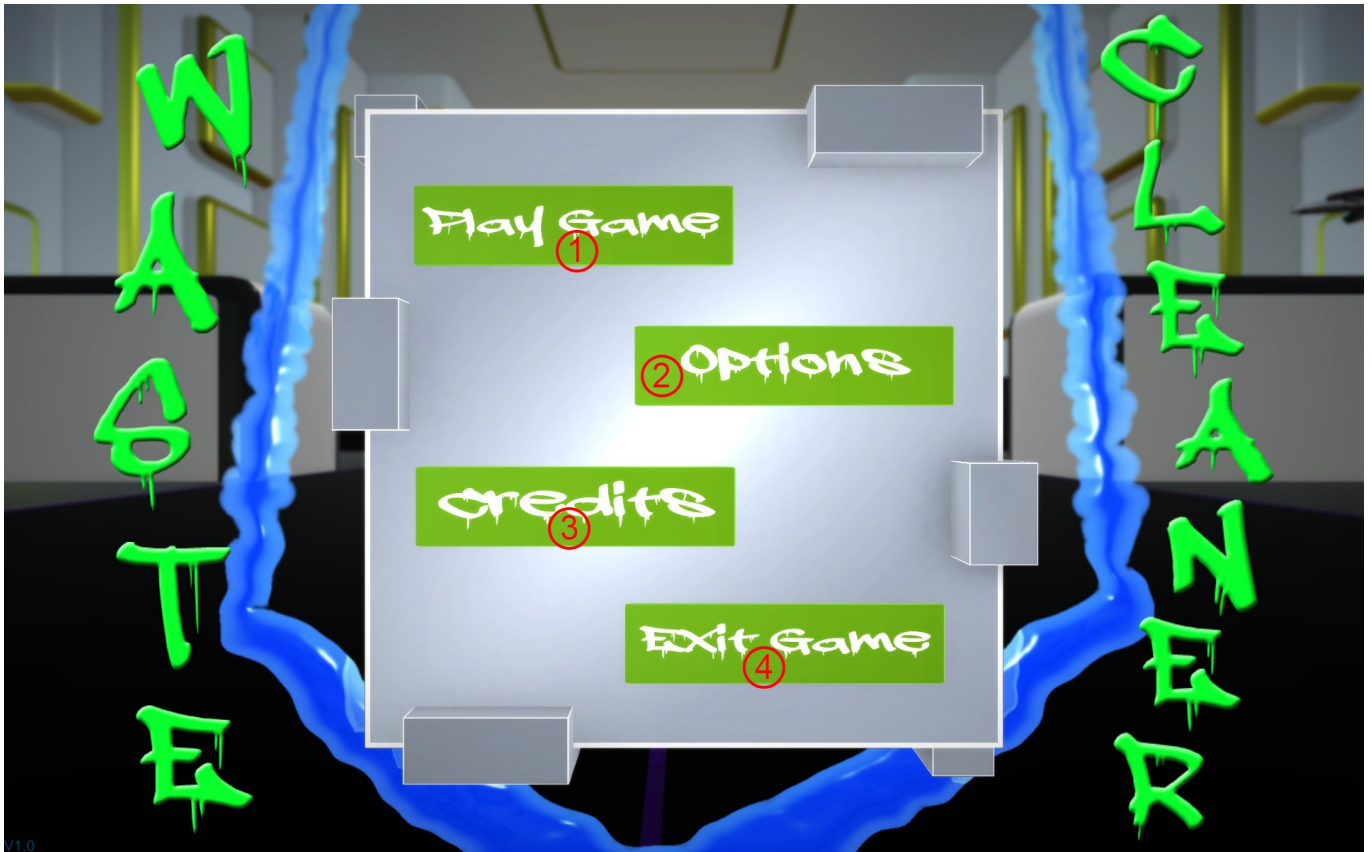
OS: Windows 7/8.1/10
Processor: Intel® Core™ 2 Duo 2.0 GHz, AMD Athlon™ X2 2.5 GHz, or higher
Memory: 1 GB RAM
Graphics: Video card must be 512 MB or more and with support for Pixel Shader 5.0 (NVIDIA GeForce GT 430, AMD HD Radeon 5570, Intel HD 4600 Graphics or higher).
DirectX: Version 11.0
Storage: 200 MB
Sound Card: Windows Compatible Card

RECOMMENDED:

OS: Windows 7/8.1/10
Processor: Intel i3 3.0GHz, AMD Quad-Core 3.0GHz or higher.
Memory: 2 GB RAM
Graphics: Nvidia GTX 570, AMD Radeon HD 6950
DirectX: Version 11.0
Storage: 200 MB
Sound Card: Windows Compatible Card

Menus

Main Menu



1. **Play Game** - The transition to the player profile selection menu.
2. **Options** - Select this item to change the audio, video settings, change the interface language and input sensitivity.
3. **Credits** - Information about the creators of the game.
4. **Exit Game** - Choose this item to leave game.

Options Menu



This menu allows you to change various audio and video settings.

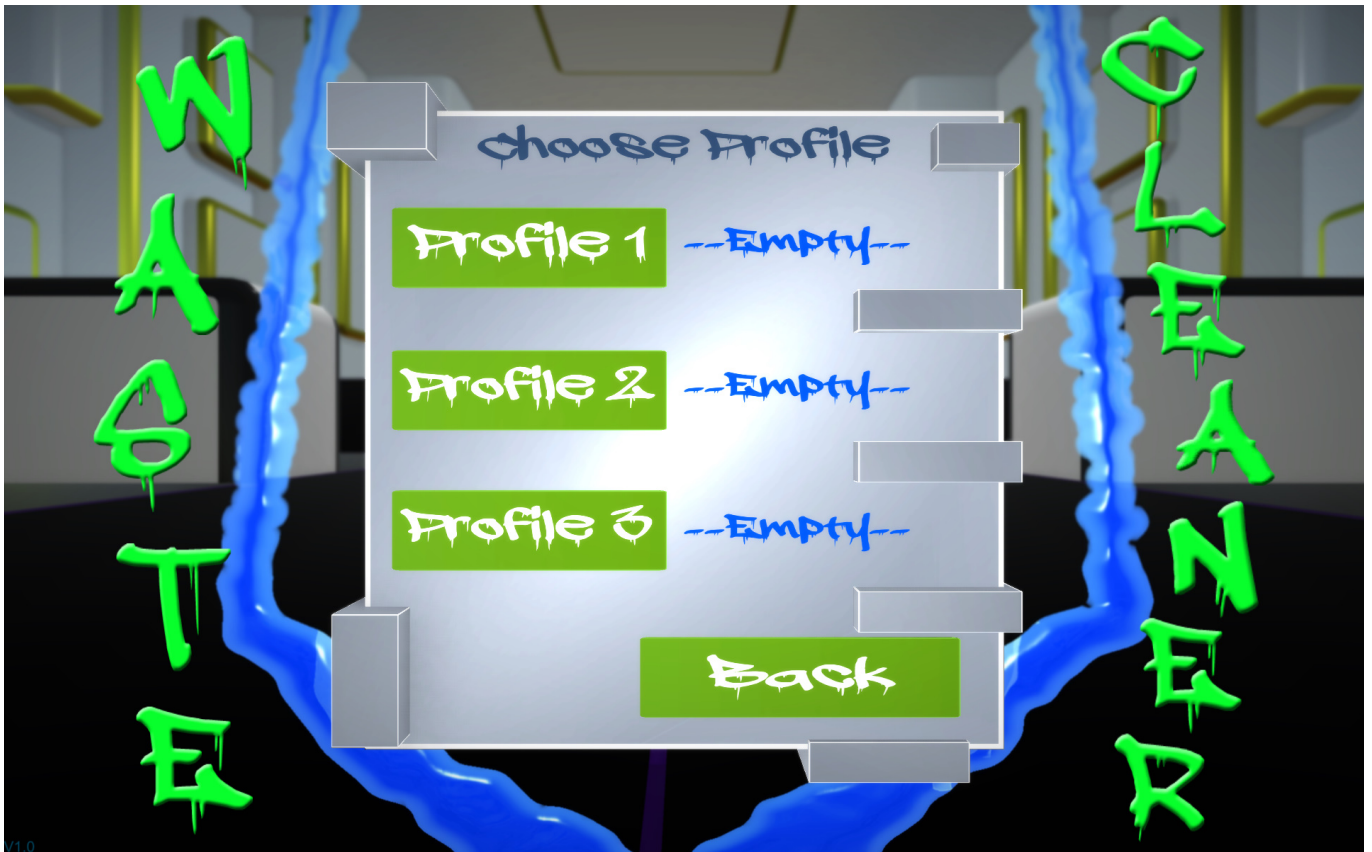
1. **Other** - Go to advanced settings.
2. **Cancel** - Cancel current changes and return to the main menu.
3. **Apply** - Applying changes and return to the main menu.

Additional menu



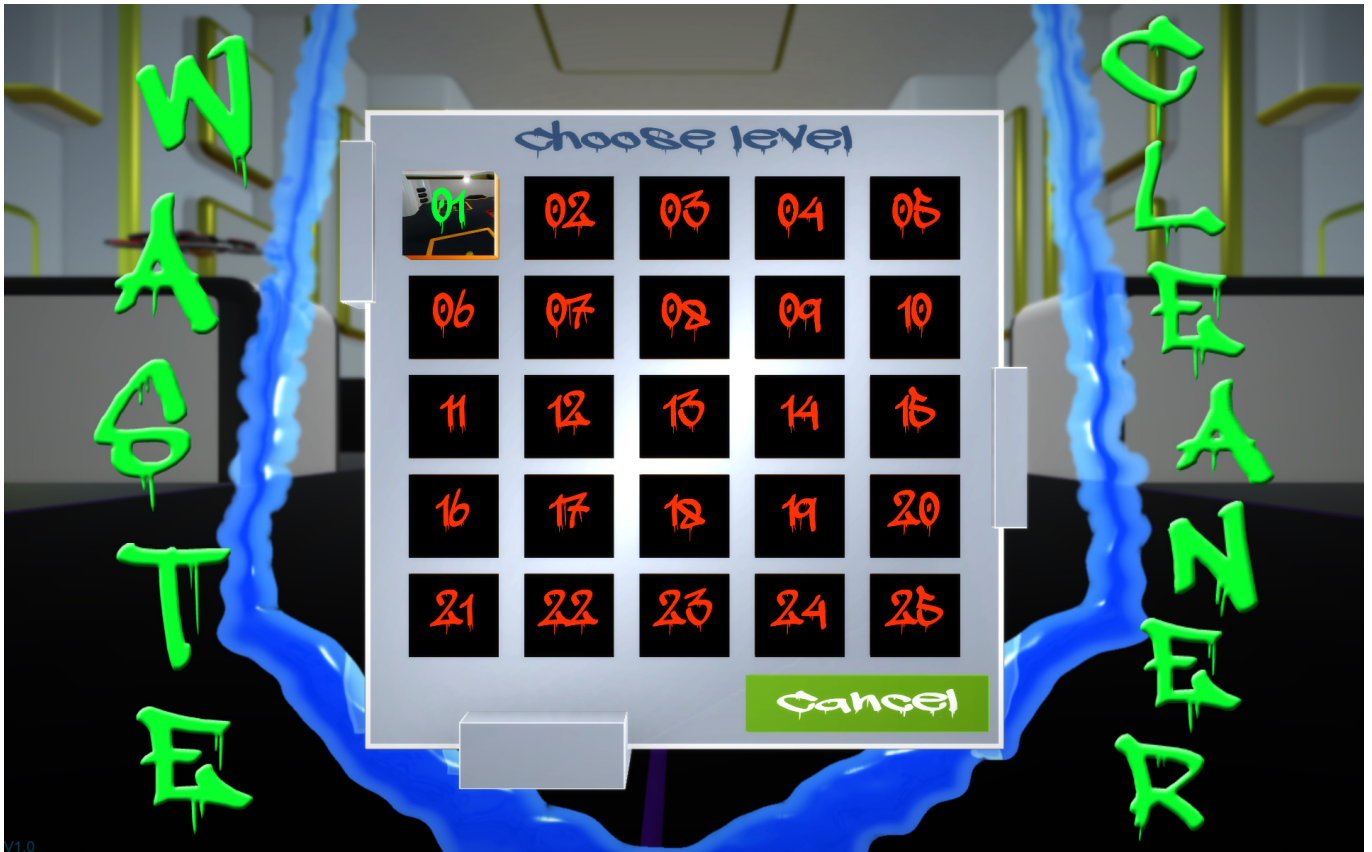
This menu allows you to change the interface Language and the sensitivity of the Controller

Profile Menu



The passage of levels is stored in the player's profile. The player can choose any of the 3 available profiles.

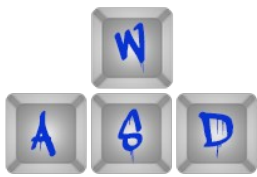
Level selection menu



The names of the levels available for launch are written in green and have a level preview.

Levels, whose names are written in red on a black background - are not available for launch.

Game Control



- Movement



- Look



- Jump



- Menu / Pause



- Shoot with liquid



- Change of weapons (if at the level of more than one)

Game Goals

Goals at each individual level may differ.

The main objectives are two: either remove the necessary amount of waste in garbage containers or get to the portal to the next level.

To achieve the main goal, it is necessary to perform additional tasks.

What exactly, you will need to understand.

User license agreement

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-

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SOFTWARE PRODUCT:

WASTE CLEANER

LICENSES: 1 (ONE)

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Problems and solutions.

1. *The game is going too slowly*

- make sure that your iron meets the recommended.
- make sure that the latest drivers for the chipset and graphics card are installed.
- reduce graphics settings (reduce resolution and quality settings)

2. *The buttons on my controller do not match those in the game.*

The game is configured to Xbox-compatible controller.

- if you have another controller, then the buttons and axes may can not coincide.
- you can use the programs like Xpadder or X360ce to reassign buttons of your controller to the standard Xbox-compatible

3. *I press the fire button, but nothing happens.*

- The wall or platform blocks the shooting. Stand back a little back.
- The gun have run out of fluids. Pay attention to the information panel of the counter on the gun

4. *The game starts with artifacts or with an error message, and then closes.*

- Your video card does not meet the following requirements:
 - a. The amount of video memory should be at least 512 MB.
 - b. The video card must support DirectX 11 and Pixel Shader 5.0
 - c. The video card should support textures in size 4096x4096.