

User Guide

alpha version 0.1.17

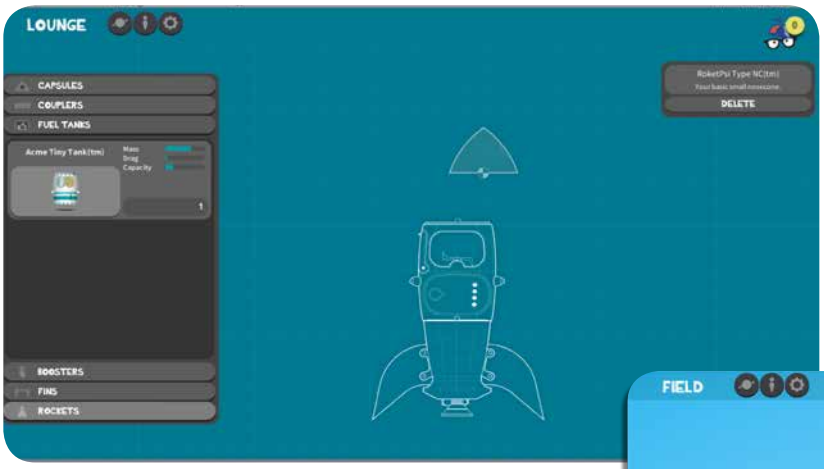
December 6, 2017

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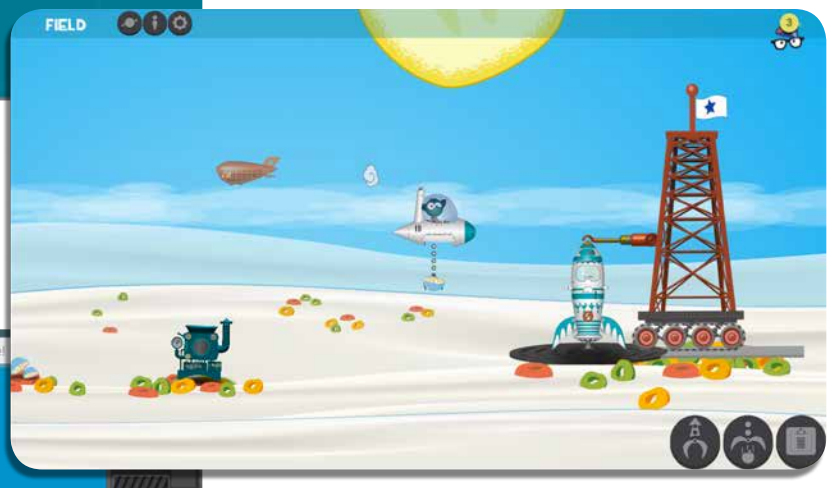
Houston, We Have Spinach!™

A game about rockets and food.

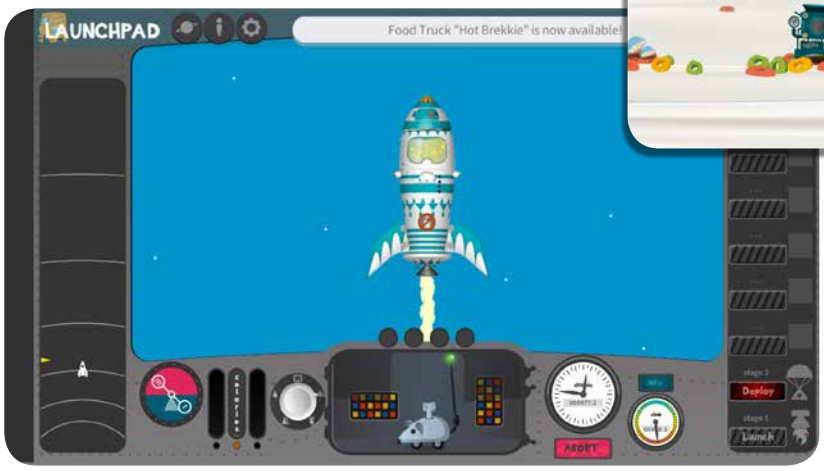
Houston, We Have Spinach! is a game designed to teach what's in the food we eat, without scolding — or even letting on that there's any teaching going on at all!



Start by building a rocket. Different components react with nutrients in surprising ways. As you progress, newer and more powerful rocket parts become available.



Use the loading 'Copter to fuel your rocket, but watch out for obstacles on the way! Earn points running experiments on the food you gather.



Test your rocket on the launch pad. Careful! Some rockets are sensitive and they'll blow up if you overload them with certain nutrients!

Houston, We Have Spinach!

By Bo Monroe, Michael Flaherty & Tarah Heimes

Successful Kickstarter Campaign Summer 2016
Release Date Fall 2017
iOS, Android, MacOS and Windows PC

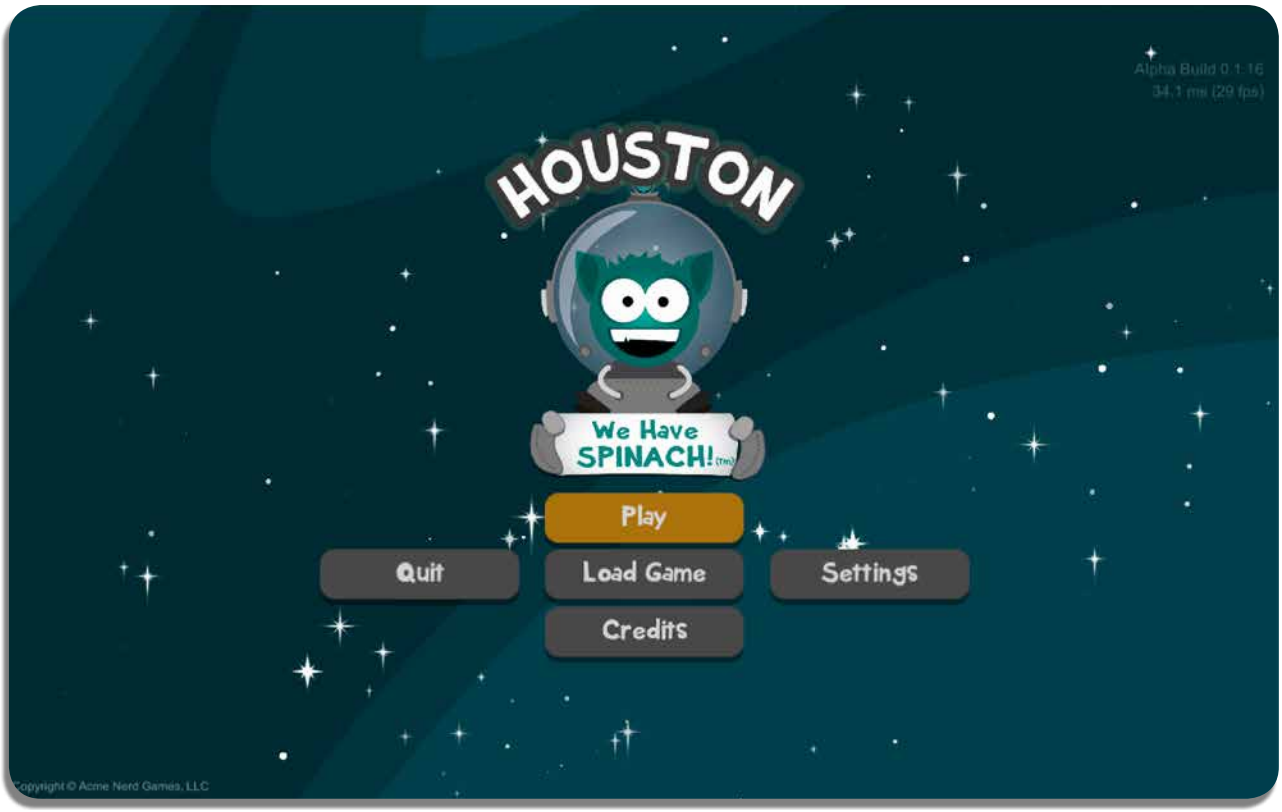
System Requirements (Desktop Version)

Generally speaking, *Houston, We Have Spinach!* will run on most modern computers with fairly up-to-date operating systems. Specific technical requirements are as follows:

- OS: Windows XP SP2+, Mac OS X 10.9+
- Graphics card: DX9 (shader model 3.0) or DX11 with feature level 9.3 capabilities
- CPU: SSE2 instruction set support
- 300MB free hard drive storage space
- 4GB Ram (depending on OS)

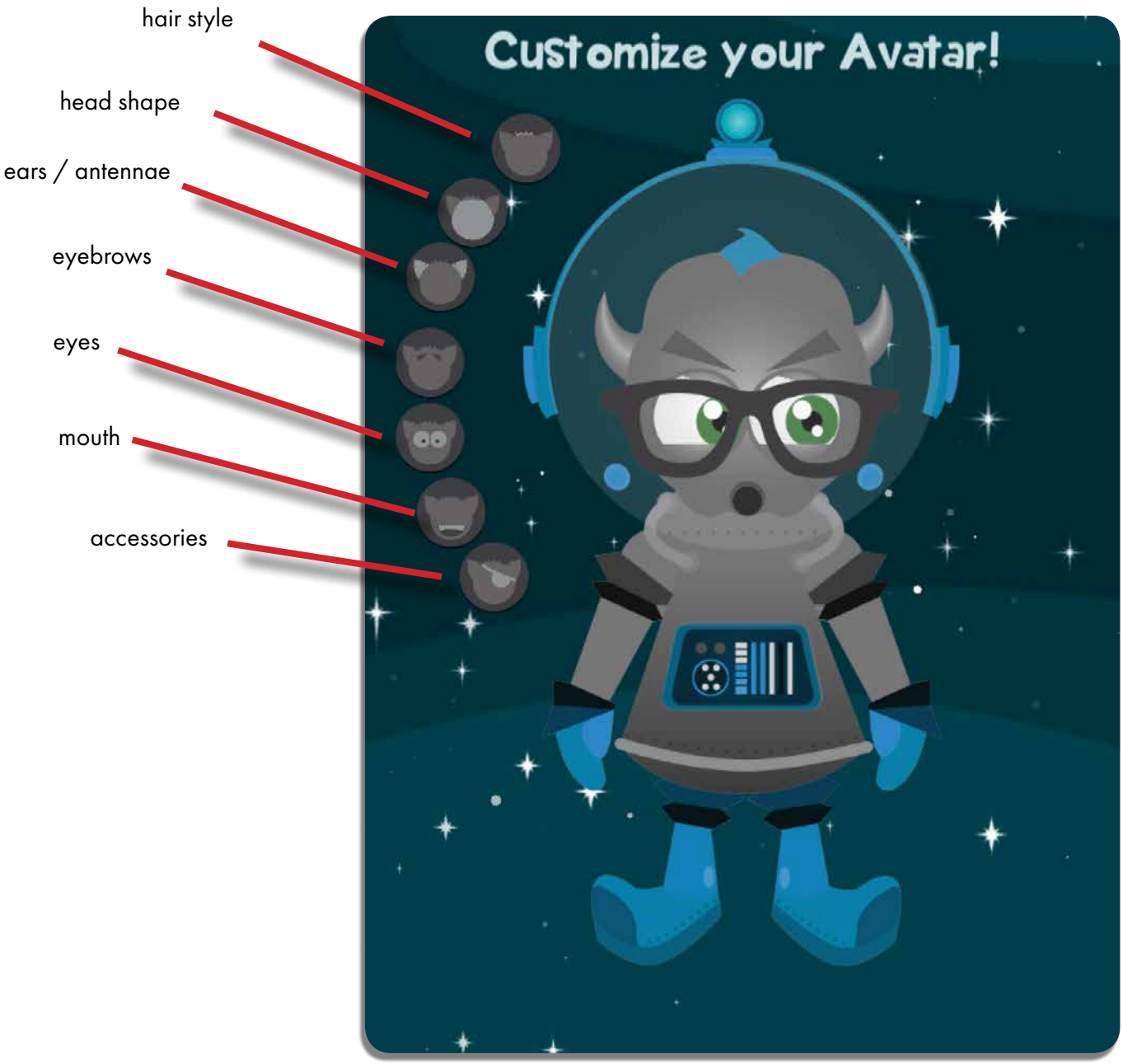
Start Screen

Choose "Play" to start a new game. You'll then be presented wih a few options for your game, including customizing your avatar. We recommend choosing "Easy" when starting your first game.



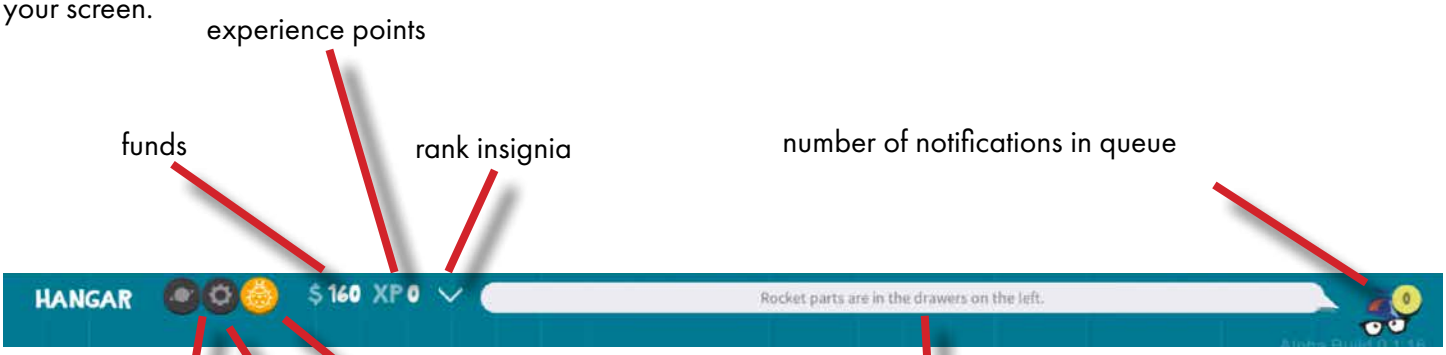
Avatar

Every time you start a new game, an avatar will be generated for you. You can customize it by changing facial features, uniform colors and more.



Common Controls

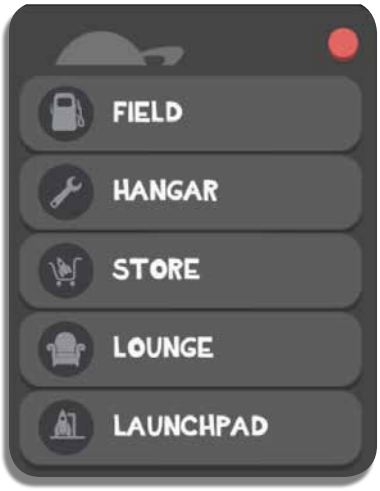
Nearly every screen in the game shares some common controls & displays. You'll find these in a bar at the top of your screen.



latest notification

view all notifications

planet navigation



This menu lets you quickly switch between the main areas of the current planet. More on these below.

If you run into a bug while playing, use this button to send us a report so we can fix it. Thanks!

game menu

This menu presents basic game functions -- audio settings, loading, saving and quit.



This is a simple info screen that shows score, rank, any unlocked food trucks and your current rocket.

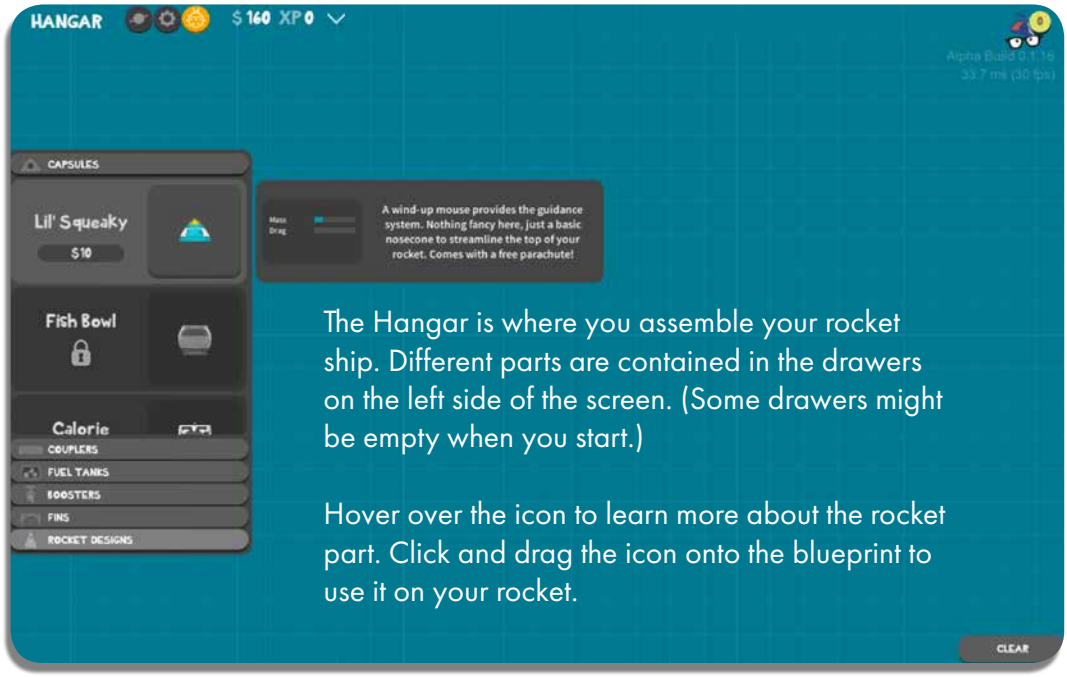
Use the red button to close panels!

Planet Hub

When you first arrive at a planet, you'll see this screen. From here you can quickly navigate to the each area of the planet you need in order to complete your space mission. Click the blue balloons to go to the different areas.

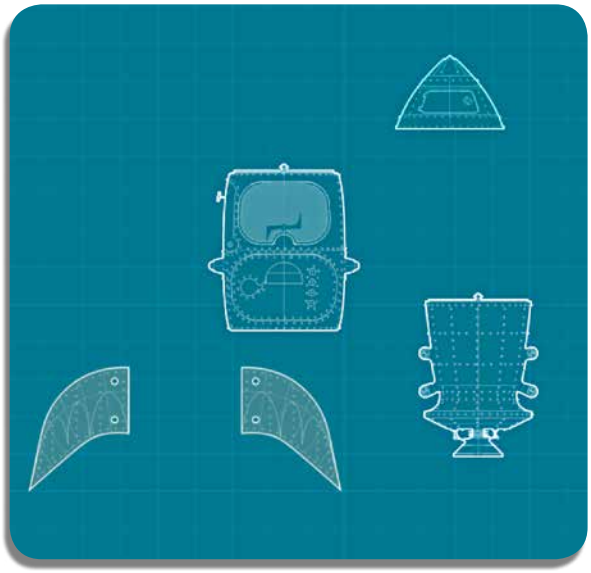


Hangar



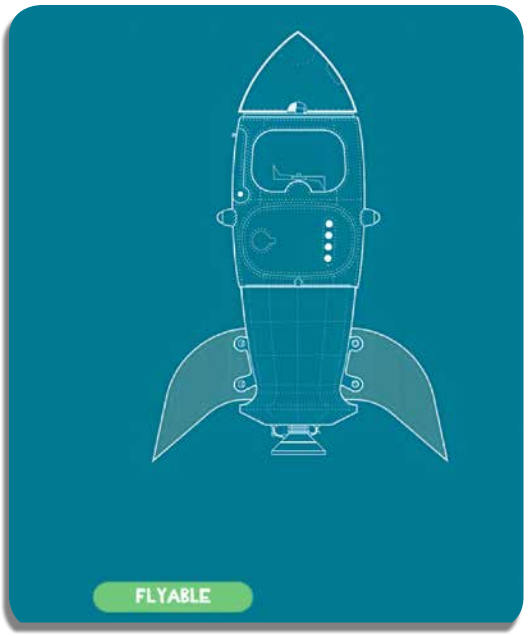
The Hangar is where you assemble your rocket ship. Different parts are contained in the drawers on the left side of the screen. (Some drawers might be empty when you start.)

Hover over the icon to learn more about the rocket part. Click and drag the icon onto the blueprint to use it on your rocket.

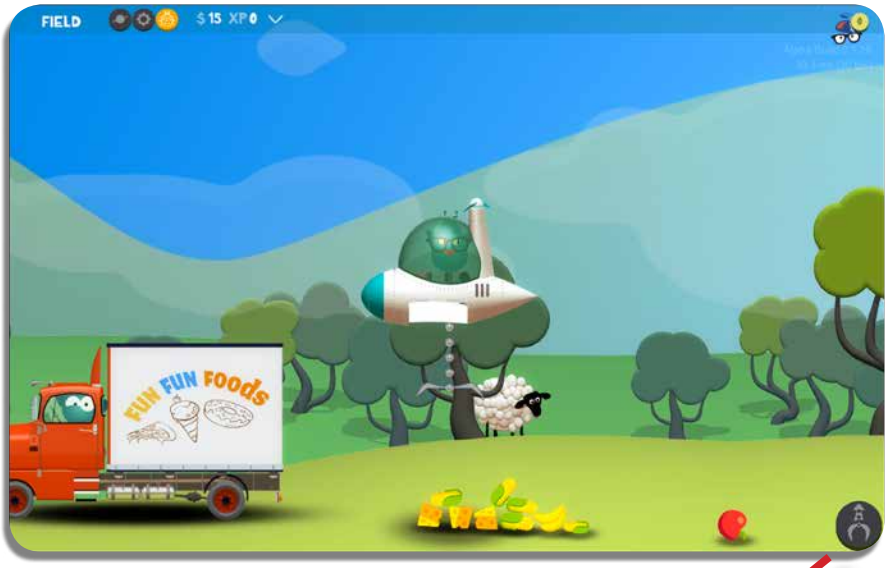


To start, you'll want a nosecone, fuel tank, booster and a pair of fins. Pay special attention to the type of booster you choose -- each booster has a nutrient category that needs to be avoided.

Arrange the parts by clicking and dragging. Parts that can connect will snap together. When you have created a rocket that is capable of launching, you'll see the word "FLYABLE " appear. Save your rocket to continue by clicking the button in the lower right of the screen.



Field



The Field is where you load your rocket with fuel. The food will arrive on trucks (or sometimes in boats).

You'll use the grapple-copter to transfer the food to the rocket.

Move the copter forward by clicking in front of it, backward by clicking behind it. Up and down are the same. You can also use the arrow keys on your keyboard.

This single button controls the grapple. If the grapple is stowed, clicking it lowers the grapple. If the grapple is holding food, clicking drops the food. If not, it raises the grapple back into the copter.



If the grapple is empty, it will automatically try to grab any food items that are close enough. All you need to do is hover over the item you want to grab.

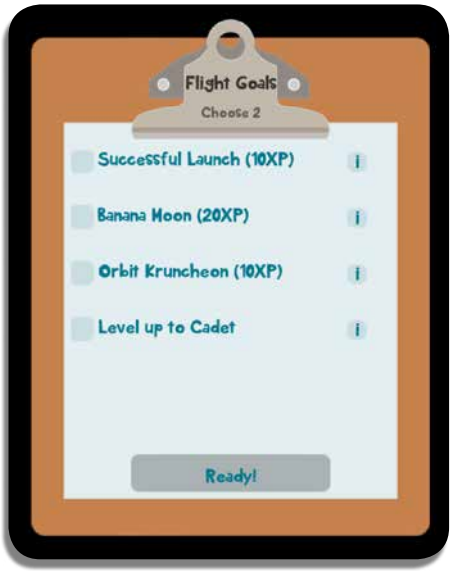
You may find strange contraptions like this on the planet surface. These are used to test food for nutrient content. (This one measures calories.) Testing food earns you bonus points.

When you get close to the rocket, any tanks that will accept food will open. Hover with the grapple slighty above the open door, and press the release button. The tanks have suction that will help the food item go in.



Launch Pad

Before you attempt to launch your rocket, you'll be asked to select some mission goals. You can choose up to 2 goals for each flight. Successful completion of the goals are rewarded in various ways - new rocket parts become available, new food trucks appear, money and so on. To learn the specifics of the goal, click the "i" next to the goal title.





To launch your rocket, press the launch button next to the first (lowest) stage in the stages panel. If something goes wrong, press the "abort" button before it explodes. And be sure to deploy your parachute after the fuel burns out!

Outer Space

If your rocket goes high enough, you'll reach Outer Space. Once there you can navigate to other other planets. Each planet has unique traits and challenges.

To orbit a different planet, select your destination with the arrow keys. (Each planet is connected to a few others.) Then click "GoTo" to set the new planet as the destination to orbit. If you wish land on the planet you are orbiting, click "Land."



orbit the destination

land on the planet currently orbiting

set destination

camera zoom

camera joystick

Lounge

The Lounge is where you can access all of your achievements so far, view the planets you've discovered and explored, check your statistics, and more.

