



Games
for Windows®

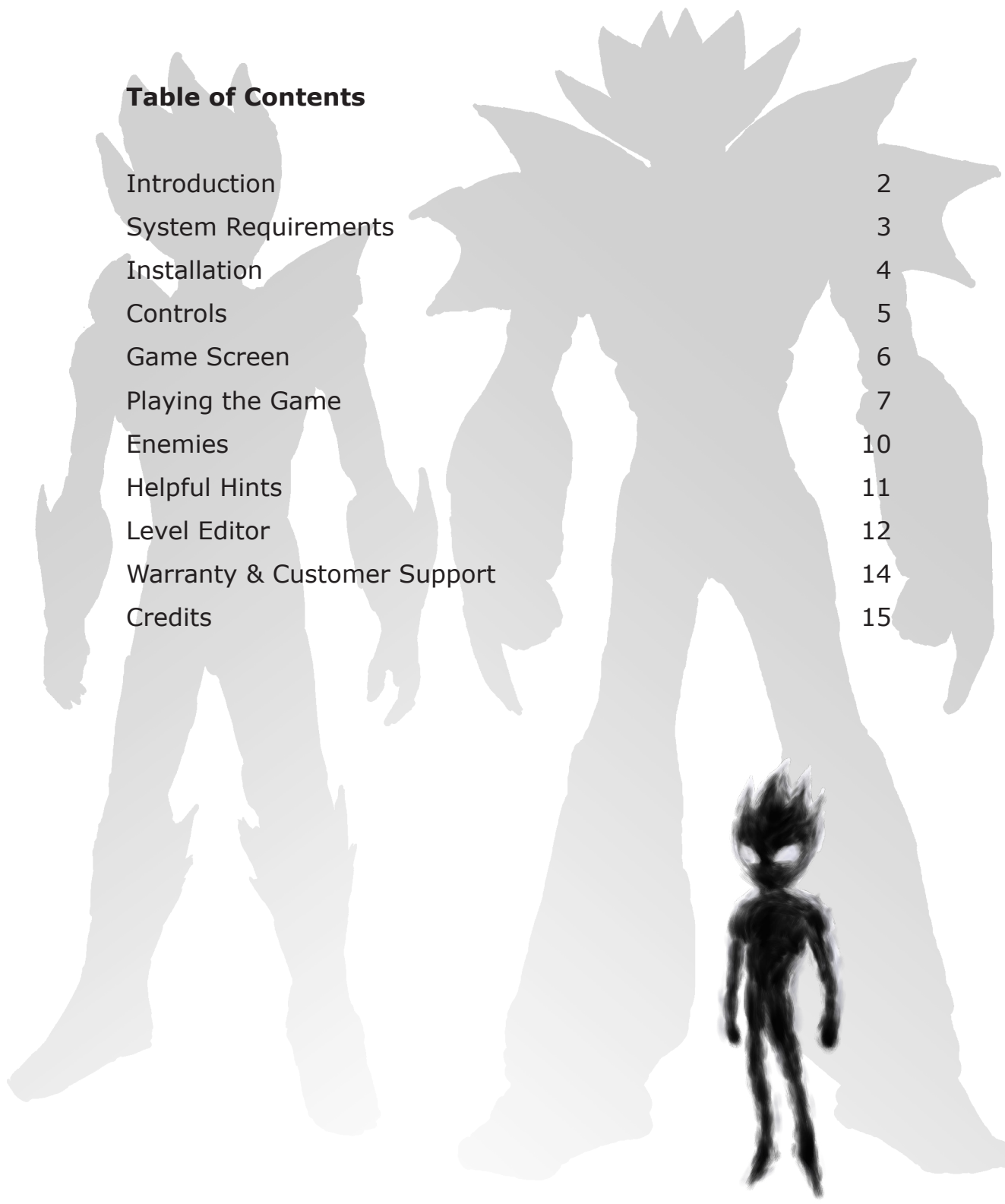


INSTRUCTION MANUAL



Table of Contents

Introduction	2
System Requirements	3
Installation	4
Controls	5
Game Screen	6
Playing the Game	7
Enemies	10
Helpful Hints	11
Level Editor	12
Warranty & Customer Support	14
Credits	15





The following message was found scratched into a boulder in the outer ring:

Days can now officially be added to the things of things I no longer understand. Though several hours have surely passed, yet the sun is as high as when I first awoke here, and the clouds in the sky have not moved. Strange though it sounds, even though I cannot remember details of life before this, I know this is not how the world should work. Time should move, yet here it stands still. All that changes is color – and I seem to be the one that changes it. Just what am I?

And who is this robed man? Where does he keep disappearing to? He speaks as though he knows me and he feels so familiar, but something is wrong about him. Something more than just how he speaks.

At the very least, he appears human, which is more than I can say for myself.

--Recorded by Zogg, the Keeper



Windows® XP/Vista

1.6 GHz CPU minimum; 2.4 GHz recommended

512MB RAM minimum; 1GB recommended

Graphics card that supports DirectX 9.0c and Shader Model 1.1

.NET Framework 2.0 required

100MB hard disk space

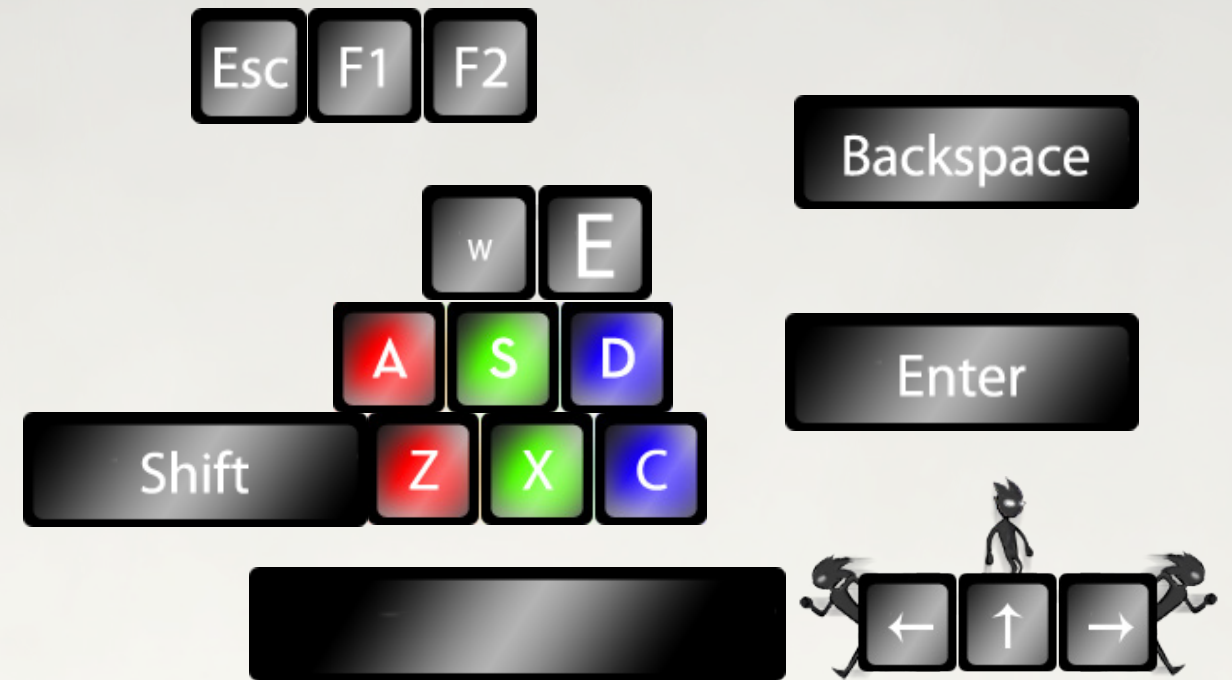
Internet connection required

800 x 600 display resolution required

Keyboard required



1. Download the installation executable from our website:
<http://www.gamut.deltaeon.com/index.php?download>
2. Double-click the executable from where you downloaded the file to start the installation program.
3. Follow the on-screen prompts to complete the installation.
4. Play the game!



A: Make background red
S: Make background green
D: Make background blue

Z: Make self red
X: Make self green
C: Make self blue

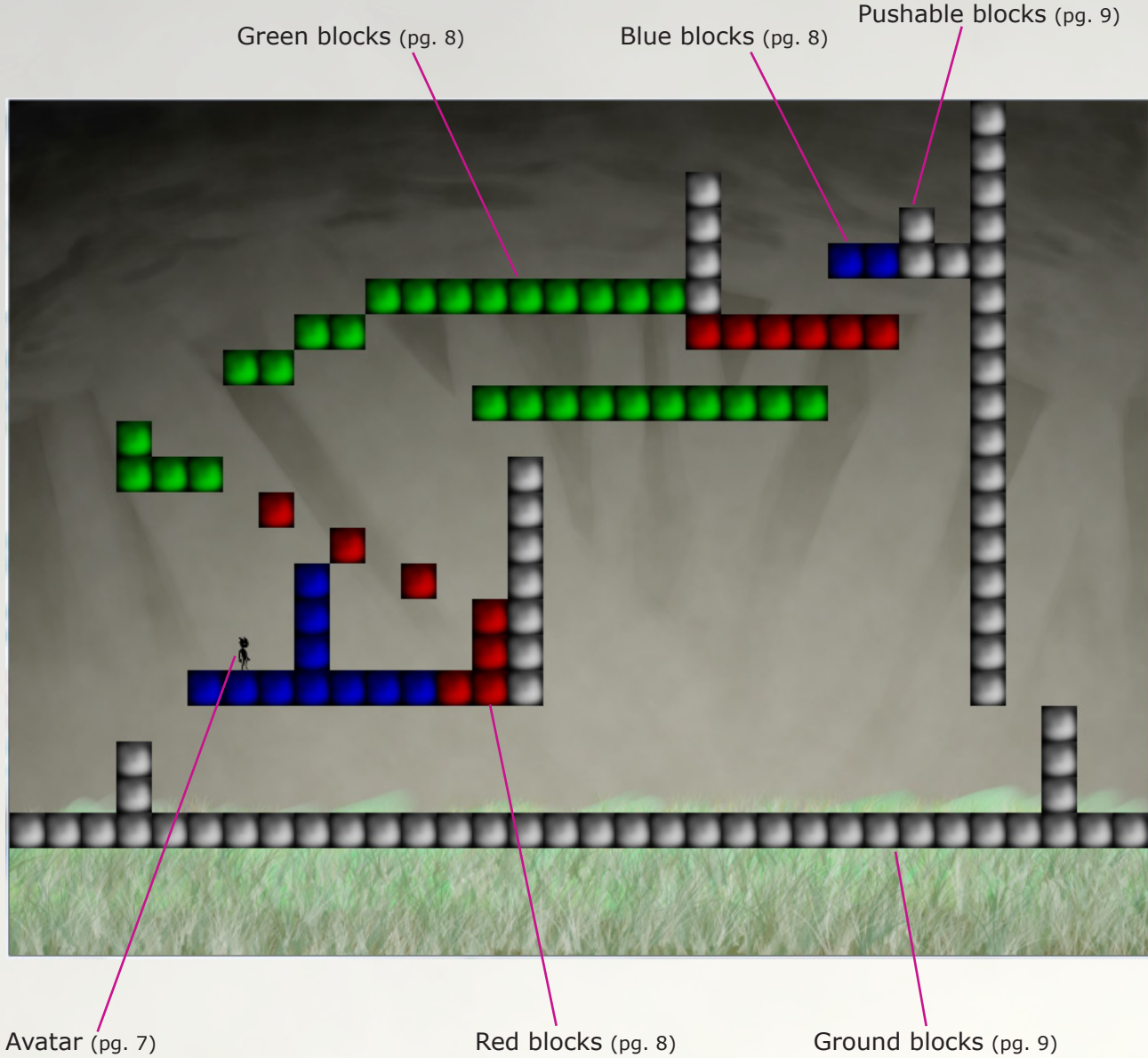
Left: Move avatar left
Right: Move avatar right
Up/Space: Jump
Shift + Space: Shorter jump

F1: Room reset
F2: Level reset
W: Zoom out
E: Zoom in

Enter: Bring up menu
Backspace: Back to menu
Esc: Exit menu

Game Screen

Playing the Game



Avatar Control

Control your character through classic 2D platformer controls. Run and jump to your heart's content!



Run left...



Run right...

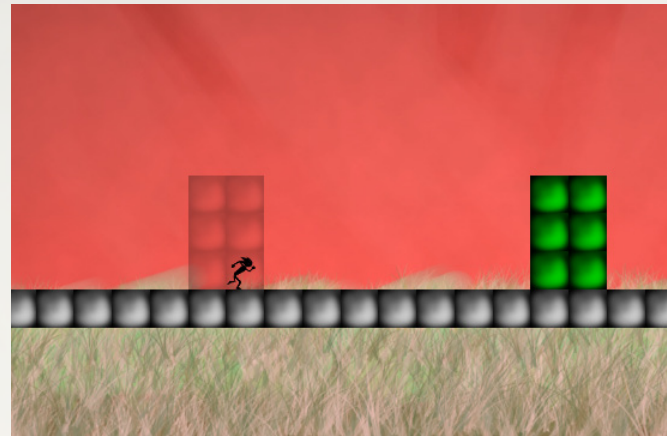
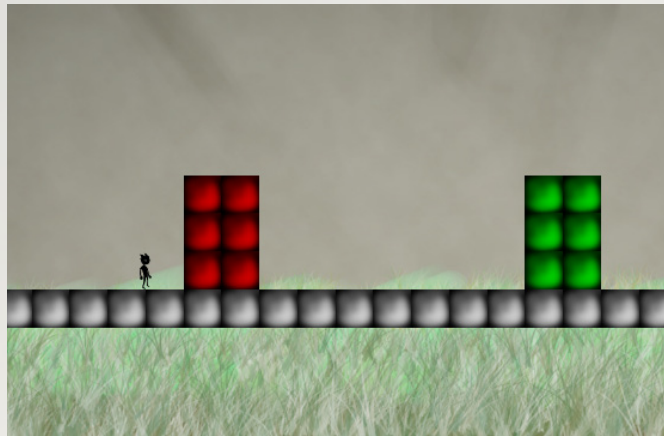


Jump!



World Control

Change the world to red, green, or blue, but be careful – once changed to a color, it can't go back to neutral again. But why change the world's color? Because it changes the world! Objects cease to exist when they match the background color. Use this to disable enemies, remove blocks from your path, and other creative ways while exploring Gamut's world.



Look carefully at the blocks in this world...

What happens when you change the background color?

Block Types

In GAMUT, the player will find multiple kinds of objects, referred to as blocks. Blocks come in 4 colors: red, green, blue, and neutral. Neutral blocks will always exist, regardless of the world's color.



Ground – Ground blocks cannot be pushed, and they float in mid-air if nothing supports them.



Falling – Falling blocks will fall if nothing is below them. Sometimes you must remove what is holding them up to help create a new path. It looks very similar to Ground blocks.



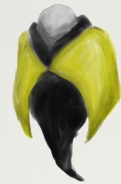
Pushable – Pushable blocks can be pushed by your character. Some of these blocks can also fall. I wonder what would happen if a pushable block that falls was sticking out the top of a pushable block that doesn't....?

Enemies

The creatures in Gamut won't kill you. Mostly. They'll just change you're color. Seems pretty harmless, until you realize the implications. When you're red, red objects cease to exist to you – Don't be so sure a colored floor will always hold you up.



Turrets – Turrets are a nickname given to any creature that shoots a projectile. Some spin randomly, some aim right at your character, and some will shoot in a straight direction. Just make sure you avoid getting hit by the shot, or you've been colored. Touching the turret itself is harmless.



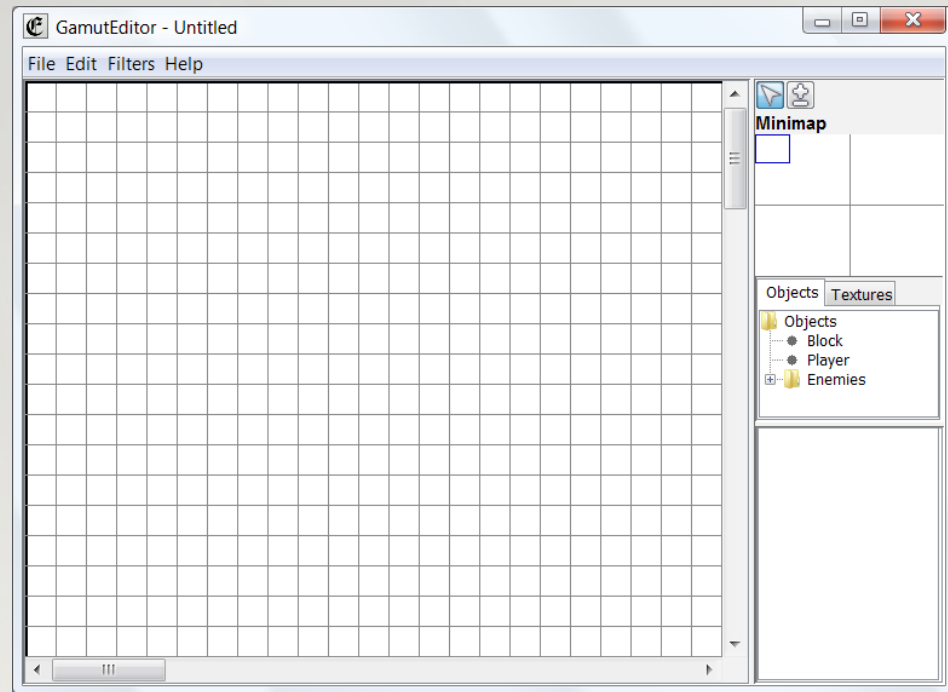
Wandering Soul –These guys are pretty calm. They walk about the world without a care in the world. Just don't bump into one or you'll be colored.



Black Death – Death exists to erase existence. Permanently. Never, ever touch these guys.

Helpful Hints

1. Use the zoom function! Remember to zoom in if you want more precise control of your character, and zoom out if you want to see the whole screen to decide how to solve the whole room.
2. If you get stuck, try different things. Remember that you can change the world's color any time you want. Try changing it while you are running or jumping to solve some more action-oriented puzzles.
3. Hints can be found throughout the levels. They may have been left behind by a sketchy figure, but they are very useful. Make sure to read them!
4. Remember: You can always reset the whole room by leaving and re-entering it. If you ever get stuck on a puzzle, just reset the room to do it over again. F1 also serves the same function. F2 resets the whole stage, which means you will be taken back to the very first room of the level. Use it with caution!



How To Use The Level Editor

The development team felt that all players of GAMUT should get a chance to create levels for themselves, so the Level Editor was born. You can start the program by double-clicking on the "Editor" executable found in your game directory folder. All levels created by the editor will also be saved in a special folder in the game directory.

i. Painting, deleting and selecting

Simply paint blocks/ and enemies as if you're making a picture in paint. Select a group to change their options or move them around the screen. Then click delete to delete them all. Or right click to delete instead of paint items.

ii. Block options

Easily make blocks of different colors with different skins on them. Select if a block can fall or is pushable (or both). Can be edited after the fact.

iii. Texture options

Place giant textures with invisible blocks behind them to make more engaging scenery quickly and easily.

iv. Enemy options

Create all different enemies able to shoot with different timing, angle, and aiming mechanics.

v. Triggers

Use triggers to allow for moving between rooms or loading cutscenes / pause menu stuff.

vi. Level options

Adjust player speed, gravity, and more to give your new level a very unique feel to it.



Warranty & Customer Support

THERE IS NO WARRANTY.

For customer support, please visit www.gamut.deltaeon.com
and register for the forum board.



Credits

Project Lead

Ethan Benanav

Game Visionary

David Kupiec

Lead Programmer

Cameron Allen

Programmer

David Kupiec
Mike Wilson
Cooper Findley

Lead Artist

Moqian Chen

Character Animation

Ethan Benanav

Interface

Cooper Findley

Level Editor

Mike Wilson

Music

Dan Black
Mike Wilson

Special Thanks

Walker White
Don Holden
...and all our beta testers.



©2009 PRISM GAMES
WWW.GAMUT.DELTAEON.COM