CRISIS AT

SWISS
STATION

Yumberry
Studios

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INSTALLATION

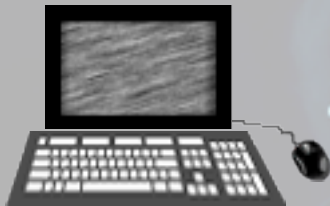## SYSTEM REQUIREMENTS

Windows XP or Windows Vista

1 GHz+ processor

At least 150 MB of free disk space

512 MB of RAM

Graphics card supporting DirectX 9.0c

1024X768 screen resolution or higher

INSTALL

Download the latest version of Crisis at Swiss Station:

https://sites.google.com/site/crisisatswissstationthegame/

Unzip the file to the desired location.

Inside the main directory, double-click the installer and follow any on-screen instructions.

UNINSTALL

Navigate to the Swiss Station file.

Double-click the uninstall utility.

Follow any on-screen instructions.

In the year 2150, human scientists found a valuable new resource embedded in floating asteroids: insta-steel. Insta-steel hardens rapidly, which allowed the scientists to construct large-scale buildings where they were previously thought to be impossible.

Soon after, Swiss Station, an experimental space colony, was created and legions of volunteers were sent to build the first self-sufficient community in space.

Years passed, and Swiss Station prospered.

However, the scientists never realized that the station was in the path of several asteroids and made no provisions to protect it from collisions.

The year is 2172, and the unthinkable has happened: Swiss Station has been hit by a giant asteroid, damaging the station seeumingly beyond repair.

Cosmo, one of the original colonists, is separated from his family during the impact. Armed only with an eco-vac that recycles insta-steel, he must repair the ruined station or witness as his home slowly deteriorates.

ECO-VAC

Cosmo's main "weapon". A" eco-vacs are able to collect insta-steel from structures or debris and can be used to create new structures that harden immediately.

Cosmo's eco-vac is customized with a laser sight and pro-jection technology that allows him greater control over the structures he creates.

TERMINOLOGY

INSTA-STEEL

Able to instantly harden, this metal was used to build much of the foundation of Swiss Station.

It is extremely limited, but is able to be recycled using an eco-vac or similar technology.

GETTING STARTED

MOVE

Use A and D or the arrow keys to move left and right.

JUMP

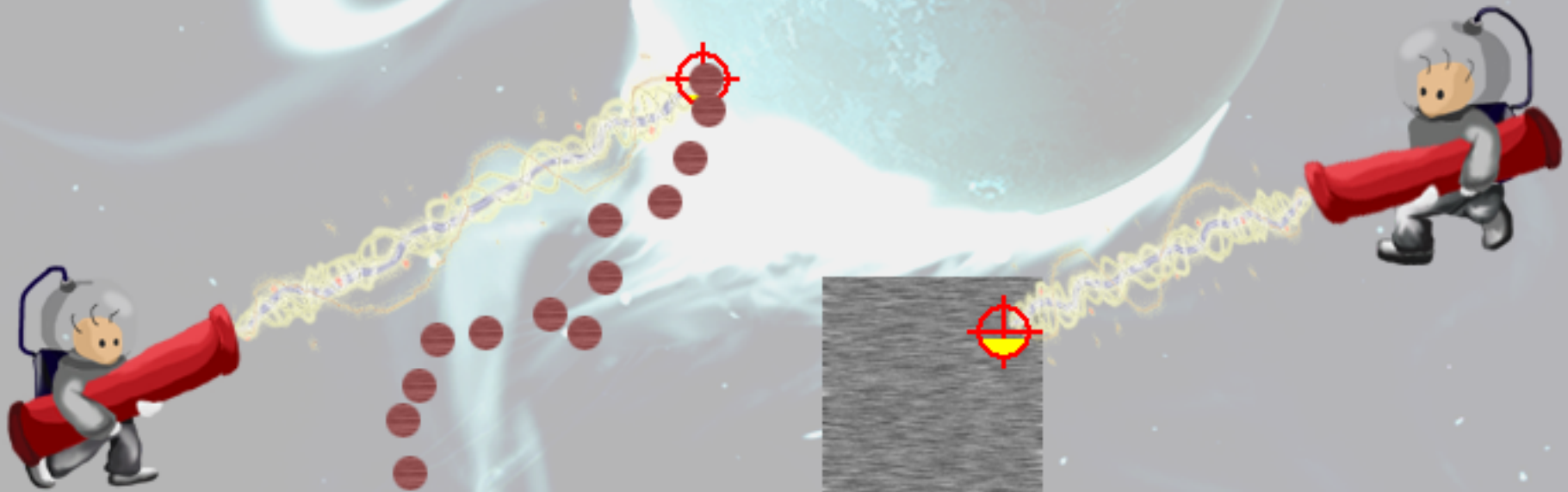Use W or the up arrow key to jump over short obstacles and pits in your way!

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GETTING STARTED

CONSTRUCT

While in line-of-sight,
left click and drag to draw.

DECONSTRUCT

Right click on
deconstructible
objects to erase.

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DAMAGES

The hull of the station has suffered considerable damage from the asteroid's impact. By filling the hole with insta-steel, Cosmo can repair the station and unlock doors.
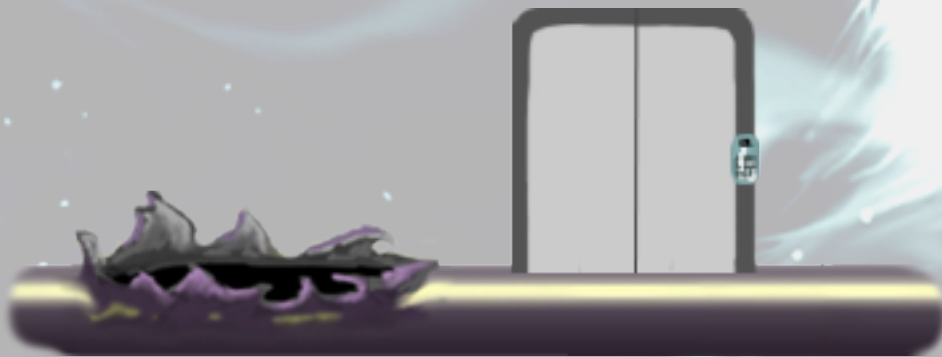
DOORS

In order to travel deeper into the station, Cosmo must find the door in each room of the station. All doors in Swiss Station are designed to lock if there are any oxygen leaks, so all damages in the room must be repaired before the next room becomes accessible

GAMEPLAY

PULLEYS

Drop something on one, and the other goes up!

BUTTONS

Touch to make something happen, and keep it pressed for a continuous effect!

SPIKES

Be careful of where you step! Spikes will kill you immediately, and cause you to re-start the level!

GEARS

These gears are ab-normally dangerous. You'd be much better off avoiding these! Insta-steel can be used as a cover!

CREDITS

PROJECT LEADER

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LEAD PROGRAMMER

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PROGRAMMERS

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NOTES