

SHORT CIRCUIT

Game Manual



System Requirements

Windows (XP or later)

512 MB Video Card

100 MB of hard disk space

Keyboard

Installation

1. Download Short Circuit
2. Extract the zip file
3. Double-click "setup.exe"
4. Click "Install"
5. Installation Complete!

Story

This is Bo.



Bo wakes up in a mysterious spaceship with no memory.

Help Bo escape the ship, fighting evil scientists and avoiding dangerous obstacles along the way.

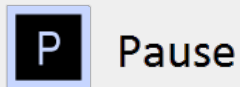
Complete levels to unlock Bo's precious memories.

Finish all levels to unravel the mystery.

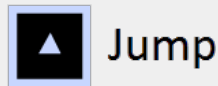
Controls



Reset



Pause



Jump



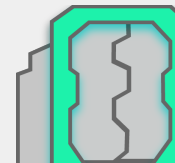
Use Action



Move

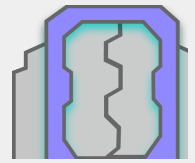
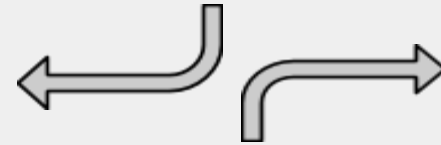
Gameplay

Level Objective



START

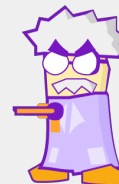
Begin at the START door



EXIT

Progress to the EXIT

Dangers



The spaceship is patrolled by evil scientists trying to prevent Bo from escaping. Colliding with an enemy or an enemy's laser will cause Bo to die.



Electric currents run rampant throughout the ship. Touching the sparks will fry Bo's circuits, causing Bo's death.

Action Chips

Each level is populated with action chips. Collecting them allows Bo to use the unique action associated with that chip, and they are often crucial to completing the level. Be careful! Each chip may only be used once!

BOOST



Bo will use a thruster to shoot upwards for a short duration. Boosts can be chained on top of other boosts and jumps.



SLIDE



Bo rapidly slides forward a short distance. This allows Bo to pass under some obstacles. The slide kills foes in its path.



SHOOT



Bo fires a projectile that will vaporize any enemy in the bullet's path. The projectile can also be used to break destructible walls.



TELEPORT



Bo disappears and reappears at a fixed distance in the direction faced. This ability allows Bo to pass through walls and other obstacles.



The Queue

Action Chips must be used in the order they are collected, and disappear once used. Collected chips are displayed in the action queue shown below.

In this image, the order of chip collection was boost, then slide, then teleport, then shoot. When the spacebar is pressed, the first chip will be used; in this case, the boost.



Collecting chips: When Bo collects a chip it will slide into the next available spot in the queue. Bo can have a maximum of 6 chips in the queue at one time.

Using chips: When Bo activates an action, the first chip in the queue will be used and removed. If the queue is empty, no action will be performed.

Credits

Programmers

David Liedell
Stephanie Li
Jon Rudolph
Josh Feldman
Conan Lao

Artist

Adam Groner