



INSTRUCTION MANUAL

DR. MANFRED VON BRUGER'S
FACTORY OF STEAM

Tutorial



The floor of each level is covered in a layer of glass. Underneath the glass, Steam Bots move along a grid of walkways. They begin moving at spawn nodes ->



They always move straight forward, turning right when they hit a wall.



Arrows can be placed on the Grid by Players. When Bots touch an Arrow, they will move in the direction it points. If a bot hits an arrow head on, the arrow will decay, eventually fading altogether.

Place arrows with the arrow gun. Aiming it at the floor will cause a ghost arrow to appear indicating where you are aiming. Right click to rotate the arrow. Click to place an arrow.



Tutorial

You can only have three arrows on the grid at a time. If you place more than three arrows, the oldest arrow will disappear. A red X will appear over squares that you can't place on (like spawn points or Boiler Nodes).



Use your arrows to navigate the Bots to your Boiler! You can also use them to divert the flow of Steam Bots away from your opponent's Boiler. Every Bot you collect increases your score.

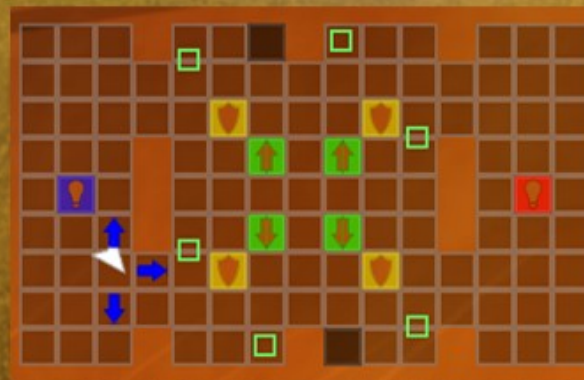






This score meter appears at the top of the screen. As you collect bots, the bar moves toward your opponent's side. Whoever fills the entire bar first, wins!





Tutorial

Deployable cover has been placed around several maps. These pop up when activated to provide cover for you to hide behind. They are activated by directing bots over open Cover Nodes, pictured to the right.



-  Boiler Node
-  Spawn Node
-  Cover Node
-  Hole (Destroys Steam Bots)

-  Steam Bot
-  Arrow

This is the minimap. The minimap shows you the location of all the puzzle elements of the game. Pressing Tab puts the map on full screen.

Tutorial

The second part of the game takes place above the glass. You can shoot other players who are trying to mess with your arrows.

Assault Rifle



Primary Fire: Quick, weak shots
Secondary Fire: Rapid Fire Shot

Tri-barrel Revolving Shotgun



Primary Fire: One Barrel
Secondary Fire: All Three Barrels

Sawed- Off Revolving Rifle



Primary Fire: Slow, Powerful Shot
Secondary Fire: Hold to spin barrel, pull trigger to fire very quickly.

Tutorial



This is the Steam Gauge. Firing a weapon costs Steam. Your Steam is replenished slowly over time. Alternate fire modes use up steam more quickly.



This is the ammo gauge. It displays how many shots you have with your current weapon before you have to reload. Press R to reload manually.

That's all you need to know to play! Get out there and make Manfred proud!

Note: Hitting the Escape key within the game will cause you to quit.



How To Join a Game

Joining a LAN game

LAN Games:

1. Host: Get the IP address

Open Start Menu

Go to Programs > Accessories > Command Prompt

Launch and type ipconfig into the prompt. Hit enter.

Look for "Local Area Connection" and write down the IPv4 Address

2. Give that address to your friends (must be on the same LAN network)

3. Host: Choose "Start Game" and select a map. Game will start.

4. Players: From within the game, press the "`/~" key to open the command prompt

5. Type "open" followed by a space and then the IP address given by the Host, hit enter.



How To Join a Game

Joining an Online Game with Hamachi

Online Games:

1. All Players Download and install Hamachi
2. Host: Run Hamachi and choose Network > Create a Network from the menu
3. Give the network name and password to all players along with your computer's identification on the network or your IP address which will be displayed next to your name on the list.
4. Host: Run the game and choose Start Game. Select a map to begin playing.
5. Players: Run Hamachi and choose Network > Join a Network and enter the info given to you by the host.
6. Players: Launch the game and press the "`/~" key to open the command prompt.
Type: "Open" followed by the host's IP address (which should be visible in Hamachi) and press enter.

Credits:

Paul DiPastina - Programmer, Manual, Soundtrack

Chris DiPastina - Programmer, Designer

Nick Coppola - Programmer, Designer

Will Lassen - Programmer, Level Designer

Yuting Lian - Character Artist, Texture Artist,
Designer

Mike Andryauskas - 3D Artist, Animator, Designer

Thanks for playing!