

DREW and the Floating Labyrinth

INSTRUCTION MANUAL (v1.03)

Installation Instructions:

“Drew and the Floating Labyrinth” is available for Windows, Macintosh and Linux systems. If you obtained “Drew and the Floating Labyrinth” through other digital distribution systems, the installation instructions may vary.

Otherwise, copy all digital files into directory of your choice, in the same location. If you like, setup a shortcut on your desktop or system menu to the program.

Windows and Linux versions will have a file (.exe and .x86, respectively) that launches the game. Macintosh will have the entire game in an application file. Keep all files in the same directory.

System requirements:

Minimum Requirements:

2 GB of RAM (32-bit OS) or 3 GB of RAM (64-bit OS), dual-core processor or better, Intel 3000 HD graphics or better, at least 2.4 GB of free hard drive space.

Note about “SD” and “HD” versions:

“Drew and the Floating Labyrinth” uses thousands of image files to create the animation style, making more use of RAM and hard drive space than any other resource. The standard version of the game contains “standard definition” (SD) quality textures for the characters (512 x 512 pixels). The “high definition” (HD) version contains higher quality textures for the characters (1024 x 1024 pixels). Because of this, the HD version requires 4 GB of RAM (32-bit OS) or 5 GB of RAM (64-bit OS), and at least 7.9 GB of free hard drive space. The character texture quality is the only difference between the two versions, and the HD version is only noticeable on high resolution screens.

Please send an email to contact@fromdustscratch.com with any other questions or concerns, or just to say hi!

Story:

Drew is lost. All she knows is that she's on a strange platform, and that she can see her home far in the distance. Slowly, she uncovers the invisible paths to reach her home, revealing an invisible labyrinth floating in the sky...

Characters:

Drew

"I just want to go home..."

A young girl. Lost and alone, she only wants to go back home. First black and white, she slowly regains her original color as she gets closer to her home, and the truth.



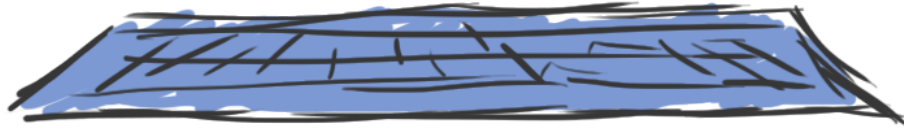
Teo

"Isn't it normal for birds to be in the air?"

A strange bird that appears as the only companion to Drew. Offering guidance and reassurance, his identity isn't known until much later in the adventure.



Controls:



Keyboard-only

Character Movement / Menu Movement - WASD / Arrow Keys
Camera Movement - IJKL
Jump / Menu-Select - Space Bar / Enter
Zoom in / out - QE / UO
Snap To 90 degrees - Left Alt / Left Ctrl
Back To Menu - ESC



Keyboard & Mouse

Same as *Keyboard Only*, but also with
Camera Movement - Mouse
Zoom in / out - Mouse Scroll Wheel
Snap to 90 degrees - Mouse Click



Gamepad (XBOX 360 Controller Compatible)

Character Movement / Menu Movement - Left Joystick
Camera Movement - Right joystick
Jump / Menu-Select - A Button
Zoom in / out - Back Trigger Buttons
Snap to 90 degrees - B and X Buttons
Back To Menu - Back / Start

These are default input mappings only. Use the input tab when launching the game to edit the input options..

Gameplay:

Drew is lost, and you need to help her get to her home in the distance. The only way to do this is to traverse through the invisible platforming levels.

Even though you can't see the platforms, that doesn't mean they are invisible. You just need to look at them a different way...

Clue Types:

Color path

- Colors on the sides of platforms that tell you a connecting platform in that direction leads to a platform of that color. For example, a red clue on the left of a platform means another platform exists on the left that will lead to the red platform.



Map path

- Maps on the sides of platforms that tell you a path between colored platforms from a certain perspective. For example, a map on the left of a platform shows the full path from a left-side perspective of the environment.



Shadow path

- Shadows silhouetting the paths of the entire environment, from all sides, representing the environment from that perspective.



Panel path

- One of the six sides of a platform is visible to indicate it is there.



Immediate path

- All immediate platforms are visible to give you the option of where to go next (but you don't know where any path will ultimately lead).



Timed path

- Platforms are cycled through on time intervals to show you the entire environment one platform at a time. Platform remains visible after standing on it.



Hints:

- Be patient and observe, look before you leap.
- Most of the levels will start on the Red platform and end on the Green platform.
- Colored platforms also act as checkpoints in case you fall and need to start over.
- Most of the levels are purposely short, and can be completed in under a minute each.
- You don't have to finish ALL of the levels to unlock the next batch.
- Zoom in and out to get a better view of the environment
- Rotate the camera often to get different perspectives on things
- Try playing the game with both dialogue and without dialogue, for two different experiences (you could do this with any game, and you really should try it).
- Your mind is more powerful than you think. Don't give up, and you'll be ok.

Credits:

"Drew and the Floating Labyrinth" - Version 1.01

Created by DUST SCRATCH GAMES

Programming, Art, Story, Design by Andrew Hlynka

Voice of "Drew:" Jessica N. Osborne

Voice of "Teo:" Max Gonzalez

Casting Director: Ben-Robert French

Music:

"Home"	Composed by Mee
"Labyrinth in the Sky"	Composed by Mee
"Winter's Sun"	Composed by Mee
"Winter Dust"	Composed by Mee
"Winter Fire"	Composed by Mee
"Without You"	Composed by Mee
"Colorless Aura"	Composed by Kevin MacLeod (incompetech.com) Licensed under Creative Commons: By Attribution 3.0 http://creativecommons.org/licenses/by/3.0
"Dark Hallway"	Composed by Kevin MacLeod (incompetech.com) Licensed under Creative Commons: By Attribution 3.0 http://creativecommons.org/licenses/by/3.0
"Dreamy Flashback"	Composed by Kevin MacLeod (incompetech.com) Licensed under Creative Commons: By Attribution 3.0 http://creativecommons.org/licenses/by/3.0
"Gone Beyond"	Composed by Kevin MacLeod (incompetech.com) Licensed under Creative Commons: By Attribution 3.0 http://creativecommons.org/licenses/by/3.0
"Past The Edge"	Composed by Kevin MacLeod (incompetech.com) Licensed under Creative Commons: By Attribution 3.0 http://creativecommons.org/licenses/by/3.0
"Fantastic A"	Composed by Kevin MacLeod (freepd.com)
"Morning Snowflake"	Composed by Kevin MacLeod (freepd.com)
"Piano Monolog"	Composed by Kevin MacLeod (freepd.com)
"Violin and Piano"	Composed by Kevin MacLeod (freepd.com)

Made with Unity3D 4.3.4

More information at

<http://www.fromdustscratch.com>

<http://drew.fromdustscratch.com>

Thank you.

If you are reading this, you have (hopefully) purchased “Drew and the Floating Labyrinth.”

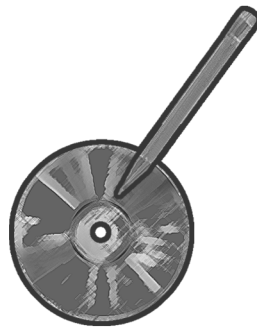
This started out as a passion project for me, as my first serious step in game development, after many smaller attempts of completed and uncompleted projects. While small and certainly not perfect, I am proud to have made it, and hope to learn from it as I move forward with many more ideas.

Your support for such a unique and unusual idea is worth more than I can possibly describe. We strive for uniqueness, to encourage reshaping ideas and forming them in new and exciting ways. I hope you enjoy “Drew and the Floating Labyrinth,” and what comes next from Dust Scratch Games.

Thank you.

– Andrew Hlynka, Dust Scratch Games

In technological evolution,
we must start a revolution,
by putting all we know aside,
and starting from scratch...



DUST SCRATCH GAMES