

THE WORMHOLE USER GUIDE

THE PLOT

EARTH HAS RECEIVED A MYSTERIOUS SIGNAL NEAR ONE OF PLUTO'S MOONS. FURTHER INVESTIGATION OF THE SINGULARITY PROBED TO BE ONE OF ITS KIND, A CONCEPT THAT HAS REMAINED AS A MERE THEORETICAL CONCEPT TILL NOW, A WORMHOLE.

AUTHORITIES HAVE DECLARED IT AN OBJECT OF GLOBAL INTEREST AND, AS A RESULT, YOU AND YOUR TEAM HAS BEEN SENT AS THE FIRST CONTACT THIS NATURAL PHENOMENON, THOSE WHO CAN WITHDRAW ALL THE KNOWLEDGE THAT LIES IN THE OTHER SIDE OF THE WORMHOLE.

BUT REMEMBER DANGERS ARE STILL TO KNOW AS NO ONE HAS EVER FACE UP THIS SITUATION, BE CAREFUL BECAUSE REVEALING WHAT HAS REMAINED HIDDEN COULD COST MORE THAN WHAT IS EXPECTED...

HOW TO PLAY

THE GAME CONSISTS IN DIFFERENT LEVELS YOU MUST PROGRESS ON, STARTING FROM LEVEL 0. THEN, IT IS REQUESTED TO FALL WHICH WILL LET YOU ADVANCE TO THE NEXT LEVEL. HOWEVER, THERE WILL BE OBSTACLES THAT, ON TOUCH, WILL KILL OUR ASTRONAUT AND RESTART THE LEVEL. BEHAVIORS ON DIFFERENT ENEMIES WILL APPLY DIFFERENTLY, BUT IN ORDER TO NOT SPOIL KEY ASPECTS OF THE GAME, IT WILL NOT BE REVELED IN THIS GUIDE.

ABOUT THE JUMP MECHANIC, ONCE YOU JUMP, YOU CAN'T DO IT AGAIN BEFORE TOUCHING THE TOP OF A PLATFORM. IF YOU FALL OFF A PLATFORM WITHOUT JUMPING, YOU CAN JUMP IN THE AIR ONCE AS EXPLAINED ABOVE.



JUMP



LEFT/RIGHT

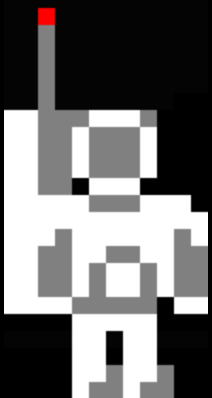


RESTART

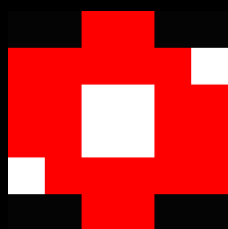


MUTE

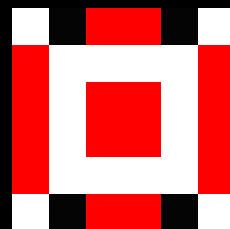
PLAYER



VISER



PATROL



LASER

