

NEUROTRON

DISCLAIMER:

THIS VERSION OF THE GAME DOES NOT REPRESENT THE QUALITY OF THE COMMERCIAL VERSION. THIS ALPHA DEMO OF NEUROTRON HAS BEEN MADE FOR FREE DISTRIBUTION AND EVALUATION PURPOSES.

THIS DEMO WAS COMPILED FOR THE ASSEMBLY SUMMER 2014 DEMOPARTY AS A PART OF THE GAMEDEV COMPO.

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I. SETTING UP THE GAME

NEUROTRON IS A 2D RPG, WITH TURN-BASED ELEMENTS. IT'S BASED ON AN ORIGINAL BOARD GAME CONCEPT OF OURS. THE CAMERA HAS A BIRD'S EYE PERSPECTIVE, REMINISCENT OF THE CLASSIC PC ROLE-PLAYING AND REAL-TIME STRATEGY GAMES.

ONCE YOU HAVE UNZIPPED THE PACKAGE, YOU ARE READY TO PLAY. UNFORTUNATELY, THIS ALPHA DEMO DOES NOT INCLUDE THE OPTION TO SAVE YOUR CHARACTERS PROGRESS, AS THERE IS ONLY ONE MISSION TO PLAY.

II. THE MENU

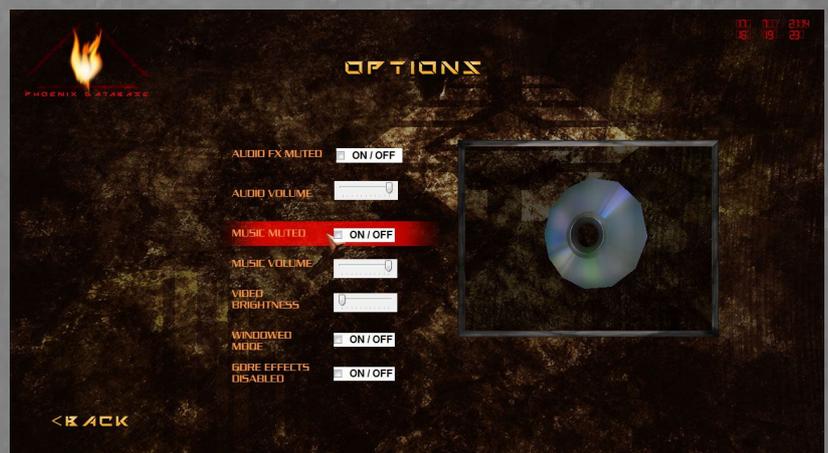


AT THE BEGINNING OF THE GAME, YOU ENTER THE MENU. HERE YOU CAN CREATE A NEW CHARACTER, SET UP YOUR OPTIONS AND CHOOSE A MISSION TO PLAY.

EVERY TIME YOU COMPLETE A MISSION, A NEW MISSION WILL BE ACCESSIBLE TO YOU, UNTIL YOU HAVE COMPLETED THE STORY CAMPAIGN.

HERE ARE THE SETTINGS FOR THE OPTIONS MENU:

- * **AUDIO FX MUTED:** CHECK TO DISABLE ALL THE UI CLICKS, ATMOSPHERIC SOUNDS, GUNSHOTS, ETC.
- * **AUDIO VOLUME:** SET THE LEVEL OF VOLUME FOR THE ABOVE
- * **MUSIC MUTED:** CHECK TO DISABLE THE SOUNDTRACK
- * **MUSIC VOLUME:** SET THE LEVEL FOR SOUNDTRACK
- * **VIDEO BRIGHTNESS:** SET THE CONTRAST FOR DISPLAY
- * **WINDOWED MODE:** CHECK IF YOU WANT THE GAME TO RUN IN A WINDOW
- * **GORE EFFECTS DISABLED:** CHECK TO DISABLE ALL THE BLOOD AND GIBS



III. CREATING A CHARACTER

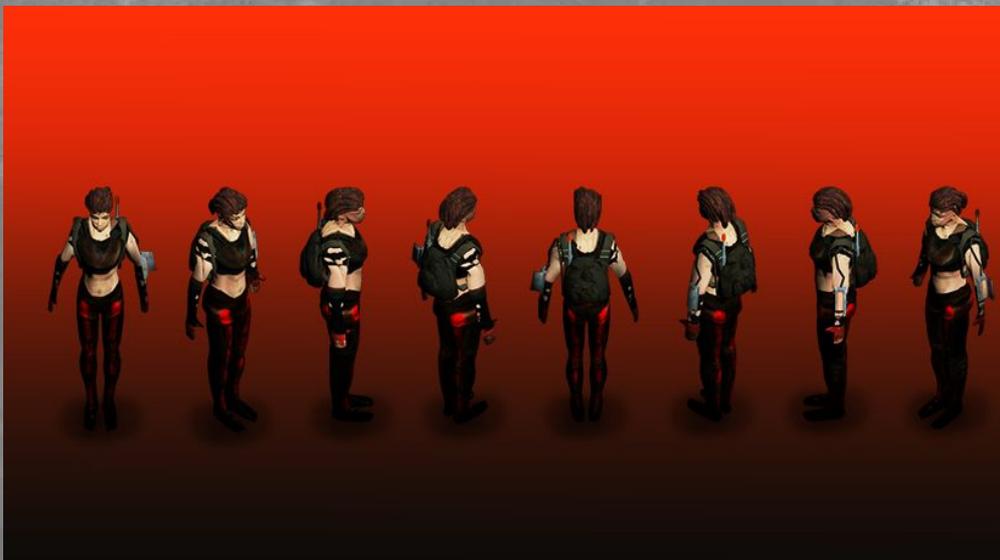
IN THIS SCREEN YOU GET TO CHOOSE A NAME FOR YOUR PLAYER AND ITS CLASS. NOTE THAT THERE IS ONLY ONE AVAILABLE IN THIS ALPHA DEMO: **THE PROGRAMMER**.

HER SPECIALITIES AS A CHARACTER ARE BYPASSING, HACKING AND ADMINISTERING BIOMETAL PATCHES. BECAUSE OF HER LACK OF PHYSICAL STRENGTH YOU'LL WANT TO AVOID DIRECT COMBAT, AND CHOOSE AN ALTERNATIVE ROUTE.

MOST OF THE TIME, RUSHING STRAIGHT INTO COMBAT IS NOT THE SOLUTION IN NEUROTRON. YOU NEED TO THINK TACTICALLY, AVOID DANGERS AND USE YOUR CHARACTER'S SKILLS AND ITEMS TO SURVIVE. IF YOU'RE **THE MERCENARY** YOU'RE GOOD AT COMBAT, BUT NONE OF THE CHARACTERS ARE INVULNERABLE.



PORTRAIT OF THE PROGRAMMER



IV. GAME WORLD

THE WORLD OF NEUROTRON IS FILLED WITH MYSTERY AND DANGER. THERE ARE TRAPS, ENEMY SENSORS, MINES, RADIOACTIVE ZONES AND TOXIC CLOUDS OF WASTE IN THE MISSION AREAS.

PLAYERS ARE GIVEN MISSIONS TO COMPLETE. YOU CAN CHECK THE BRIEFING AT ANY TIME FROM THE IN-GAME MENU. THE OPTIONS CAN ALSO BE FOUND IN THE MENU AT ALL TIMES.

ACCESSING THE IN-GAME MENU: JUST CLICK ON THE COG-WHEEL ICON IN THE UPPER RIGHT CORNER.

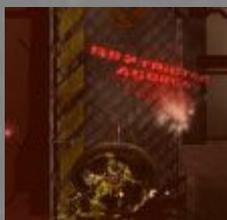


IN-GAME MENU OPTIONS:

- * **RESUME:** RETURN TO THE MISSION AT HAND
- * **BRIEFING:** VIEW THE ABRIDGED VERSION OF MISSION BRIEFING
- * **OPTIONS:** SET UP THE VOLUME OF SOUND AND MUSIC, WINDOWED MODE AND BRIGHTNESS OF DISPLAY
- * **NOTES:** WRITE YOUR THOUGHTS AND MISSION ADVANCEMENTS TO THIS JOURNAL
- * **EXIT TO MENU:** QUIT THE CURRENT MISSION AND RETURN TO MAIN MENU



WORLD OBJECT #1: BLAST DOORS



DURING YOUR MISSION YOU WILL ENCOUNTER PERMANENTLY LOCKED DOORS, WHICH WILL NOT OPEN. THESE DOORS HAVE BEEN CUT FROM THE STRUCTURAL SECURITY SYSTEM AND CANNOT BE BYPASSED.

WORLD OBJECT #2: DOORS



SOME TYPE OF DOORS ARE ACCESSIBLE. THEY CAN BE EITHER UNLOCKED IN THE START OR BE BYPASSABLE. IF THEY ARE UNLOCKED FROM THE START, THEY WILL OPEN AT YOUR PROXIMITY.

WORLD OBJECT #3: WASTE BARRELS



THESE HAZMAT BARRELS MAY CONTAIN RADIOACTIVE OR POISONOUS WASTE. IF THEY ARE HIT BY A PULSE BLAST OR A BALLISTIC PROJECTILE THEY WILL BREAK AND START LEAKING HAZARDOUS GAS.

V. MOVEMENT

AT THE START OF THE MISSION YOU CAN SEE GREEN TILES IN FRONT OF YOU, OR ANYWHERE YOU ARE WATCHING. BY CLICKING ON THESE TILES, YOU CAN NAVIGATE THROUGH THE WORLD.



IF YOU WISH, YOU CAN CLICK ON THE GRID BUTTON IN THE UPPER RIGHT CORNER OF THE SCREEN. THIS MAKES THE GRID TILES VISIBLE. CLICK AGAIN TO HIDE THE TILES.





VI. EXPLORATION AND INTERACTION

THE ACTION BAR



THE MAIN WAY TO INTERACT WITH THE GAME WORLD IS THROUGH THE ACTION BAR. YOU WILL HAVE OPTIONS FOR USING YOUR WEAPON, SEARCHING, ACCESSING THE INVENTORY AND USING YOUR SPECIAL POWERS.

SEARCHING IN A ROOM OR CORRIDOR

CLICK ON THE MAGNIFYING GLASS ICON ON THE LOWER RIGHT CORNER OF YOUR HUD. IF THERE IS SOMETHING IN THE ROOM OR CORRIDOR THAT CAN BE FOUND, THE SEARCH WILL FIND IT FOR YOU.



AFTER YOU HAVE FOUND ITEMS OR CREDITS, THEY WILL BE AUTOMATICALLY ADDED TO YOUR INVENTORY.

USING THE INVENTORY

AFTER YOU HAVE FOUND, FOR EXAMPLE, A HAZMAT SUIT, YOU CAN USE IT VIA YOUR INVENTORY SCREEN.



TO ACTIVATE AN ITEM, EITHER CLICK ON IT AND THEN CLICK THE "ACTIVATE", OR USE THE INSTAKEY. IN CASE OF HEALING STIM YOU MAY ALSO ADMINISTER IT VIA DRAGGING WITH THE CURSOR.

ACTIVATING OR USING A SPECIAL POWER

DURING MISSIONS YOU MAY, IF YOU HAVE ENOUGH ACTION POINTS, USE YOUR SPECIAL POWERS OR ABILITIES. THESE ARE DETERMINED BY THE CHARACTER CLASS AND ARE NOT OBTAINABLE THROUGH SEARCHING THE AREAS. NEW POWERS CAN BE BOUGHT BETWEEN MISSIONS.

ONE VERY USEFUL POWER IS THE BIOMETAL PATCH OF PROGRAMMER, WHICH CAN HEAL UP TO 4 VITALITY POINTS.

WORLD OBJECT #4: STORAGE CUBE

THE ROOMS WHICH HAVE STORAGE CUBES IN THEM USUALLY CONTAIN ITEMS WHICH YOU CAN DISCOVER.



WORLD OBJECT #5: SENSORIUM



THE SENSORIUMS ARE THE LINK BETWEEN THE REAL WORLD AND THE VIRTUAL SIMULATION OF 'MINDWEB'. THEY ARE FREQUENTLY USED BY THE KRONIRS, THE BIOENGINEERED SERVANTS OF THE FAMILY. THE KRONIRS CAN OPERATE THE CRANES, EXOSKELETONS AND LIFTS WITH THE SENSORIUMS EVEN THOUGH THEY DO NOT HAVE HUMAN LIMBS.

WORLD OBJECT #6: COM UPLINK

THESE ITEMS ACT AS NODES ON THE FAMILY INFORMATION NETWORK. BYPASSING THEM GIVES YOU CONTROL OVER THE LOCAL COMMUNICATIONS ASSETS.



VII. COMBAT AND ENEMIES

SOONER OR LATER YOU WILL BE FACED WITH THE ENEMIES. THEY CAN RANGE FROM ROBOTIC OR BIONIC SERVANTS OF THE FAMILY TO GREEDY BOUNTY HUNTERS OUT TO GET YOU.

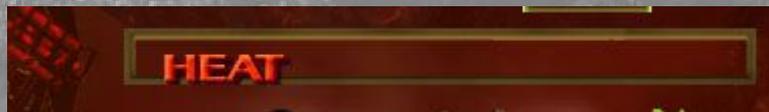


CLICK ON THE GUN ICON ON YOUR ACTION BAR OR PRESS 'W' TO ACCESS THE WEAPONS TAB. IF YOU HAVE MORE

THAN ONE WEAPON AT YOUR DISPOSAL, YOU MAY SWITCH BETWEEN THEM IN THIS TAB.

HEAT METER

WHEN USING YOUR WEAPONS, YOU NEED TO KEEP AN EYE ON THE HEAT METER IN YOUR UI. WHEN THE HEAT OF THE WEAPON REACHES MAXIMUM, IT WILL OVERHEAT AND EXPLODE.



OLDER AND MORE HI-POWERED WEAPONS HAVE LARGER RISK TO OVERHEAT.

ENEMY CHARACTER: SERVICE BOT A.K.A. "OVERWATCHER"



STRENGTH: 1
DEXTERITY: 3
ATTACK: 2
RANGE: 6

THESE OLD ROBOTS ARE NOT A SERIOUS THREAT BY THEMSELVES, BUT IN GROUPS THEY CAN BE VERY DEADLY. WHEN THE PLAYER IS NOT AROUND, THEY TAKE CARE OF THE COM SYSTEMS AND MACHINERY.

VIII. DISARMING TRAPS



DURING GAMEPLAY YOU WILL ENCOUNTER TRAPS, MINES AND SECURITY SENSORS SET UP BY THE FAMILY. YOU CAN USE YOUR **BYPASSING** SKILL FROM THE **POWER** TAB TO DISARM THEM.

AFTER YOU HAVE THE **BYPASSING** POWER SELECTED, JUST CLICK ON THE TRAP TO DISARM IT.



IX. THE MINDWEB

AS SOON AS YOU ACCESS THE VIRTUAL REALM OF MINDWEB, THE FAMILY GUARDIANS, KNOWN AS **SEEKERS**, WILL TRY TO CATCH YOU.



WHEN IN MINDWEB, YOU CAN CLICK ON THE ORANGE GLOWING TILES TO NAVIGATE.

YOUR GOAL IS TO GET TO THE SECURITY NODE AS SOON AS POSSIBLE, WITHOUT GETTING CAUGHT. YOU NEED TO DODGE **FIREWALLS**, **BROKEN LINKS** AND **SEEKERS** ON YOUR PATH. IF THE TIMER ON THE TOP RUNS TO ZERO, YOU ARE AUTOMATICALLY CUT OFF FROM THE MINDWEB.