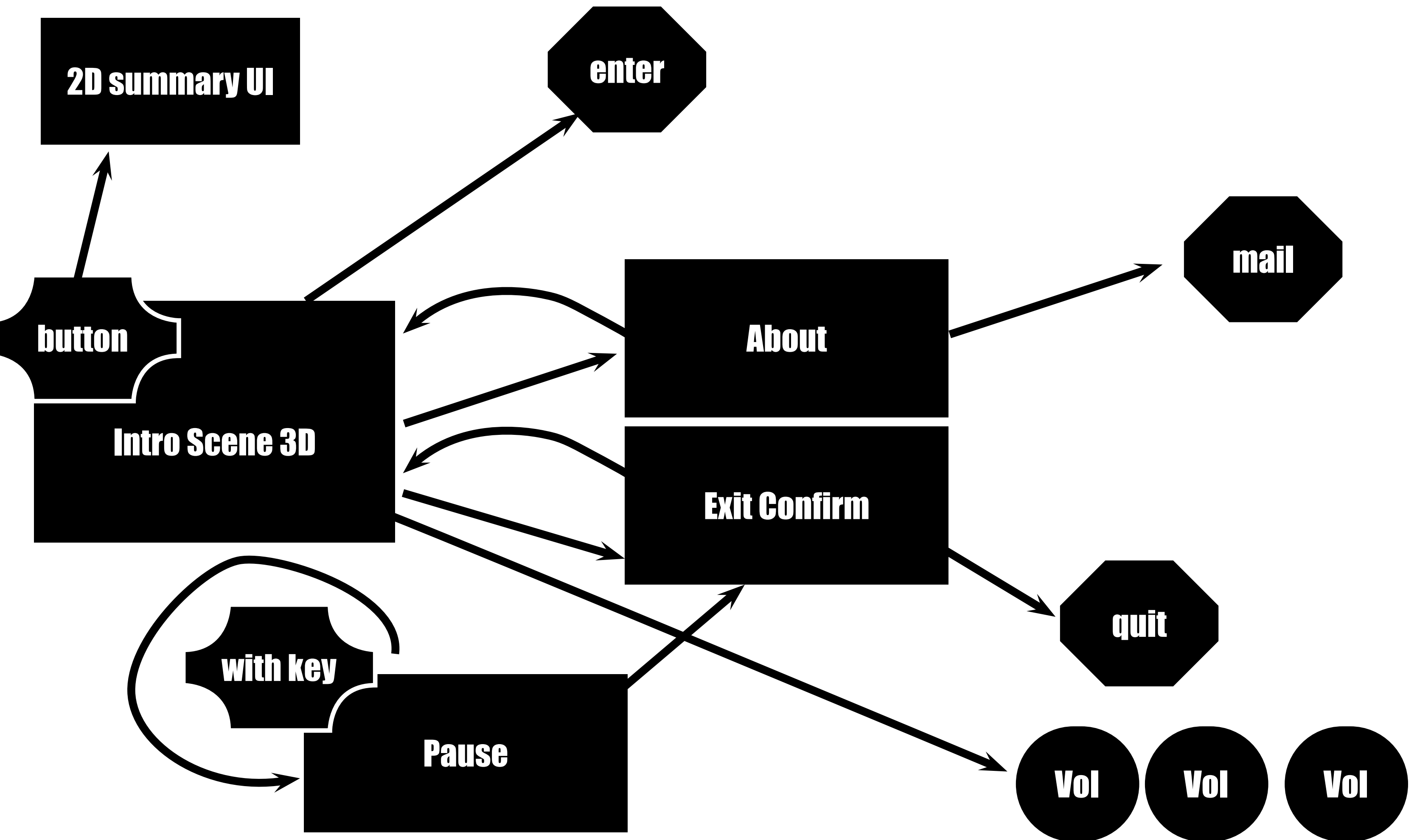


Use the navigation keys to move around and inspect the Building.  
Use the ScrollWheel to draw in closer or move away.



*Too many  
Brownies, no coffee*



*Enter*

*About*

*Exit*



*Too many*

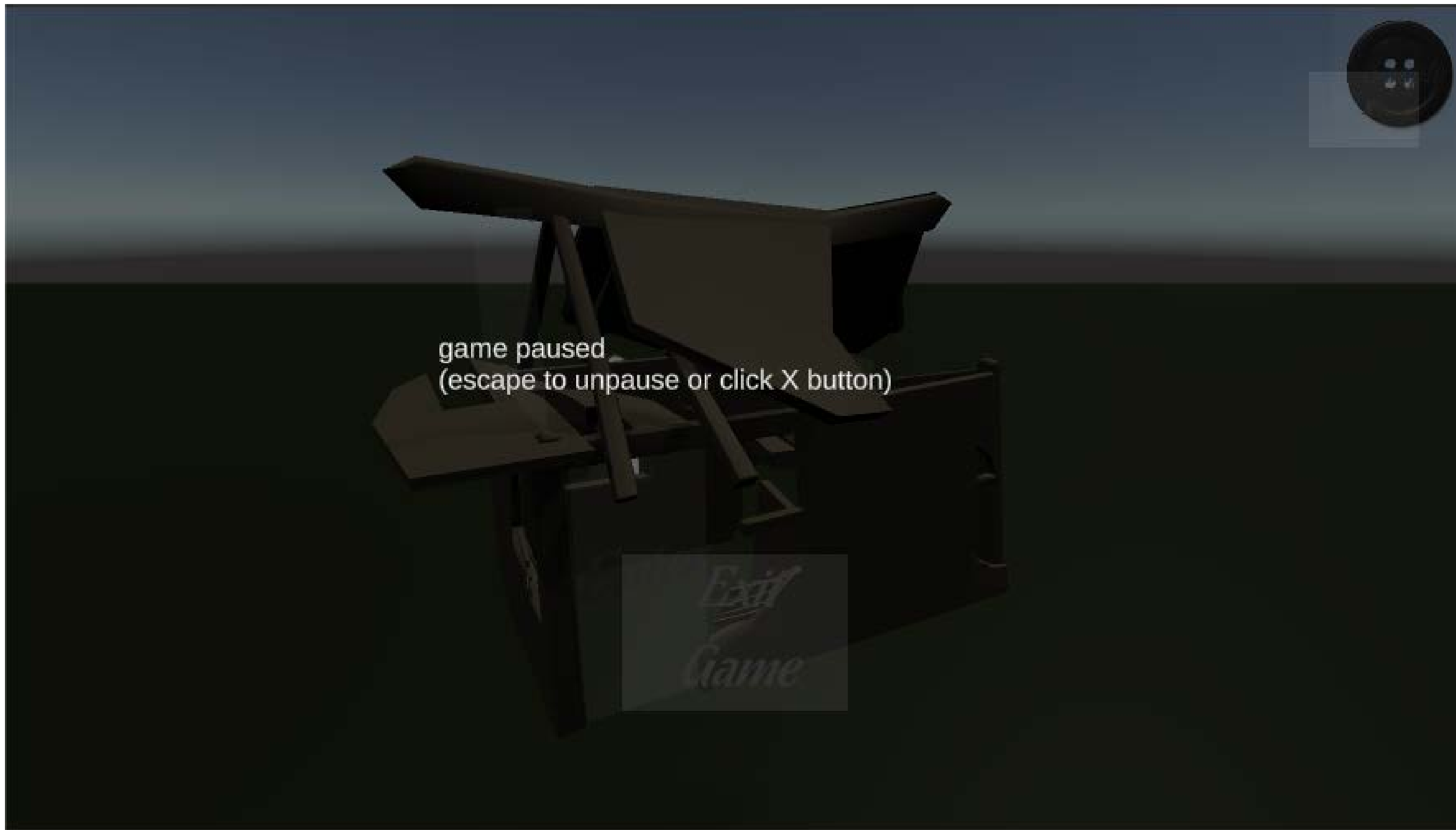
*Brownies, no coffee*



Blah blah blah. Some more blah blah. But not too much.  
Blah blah blah. Some more blah blah. But not too much.  
Blah blah blah. Some more blah blah. But not too much.  
Blah blah blah. Some more blah blah. But not too much.  
Blah blah blah. Some more blah blah. But not too much.

Want to tell us how  
you liked the game?

Enter text...



game paused  
(escape to unpause or click X button)

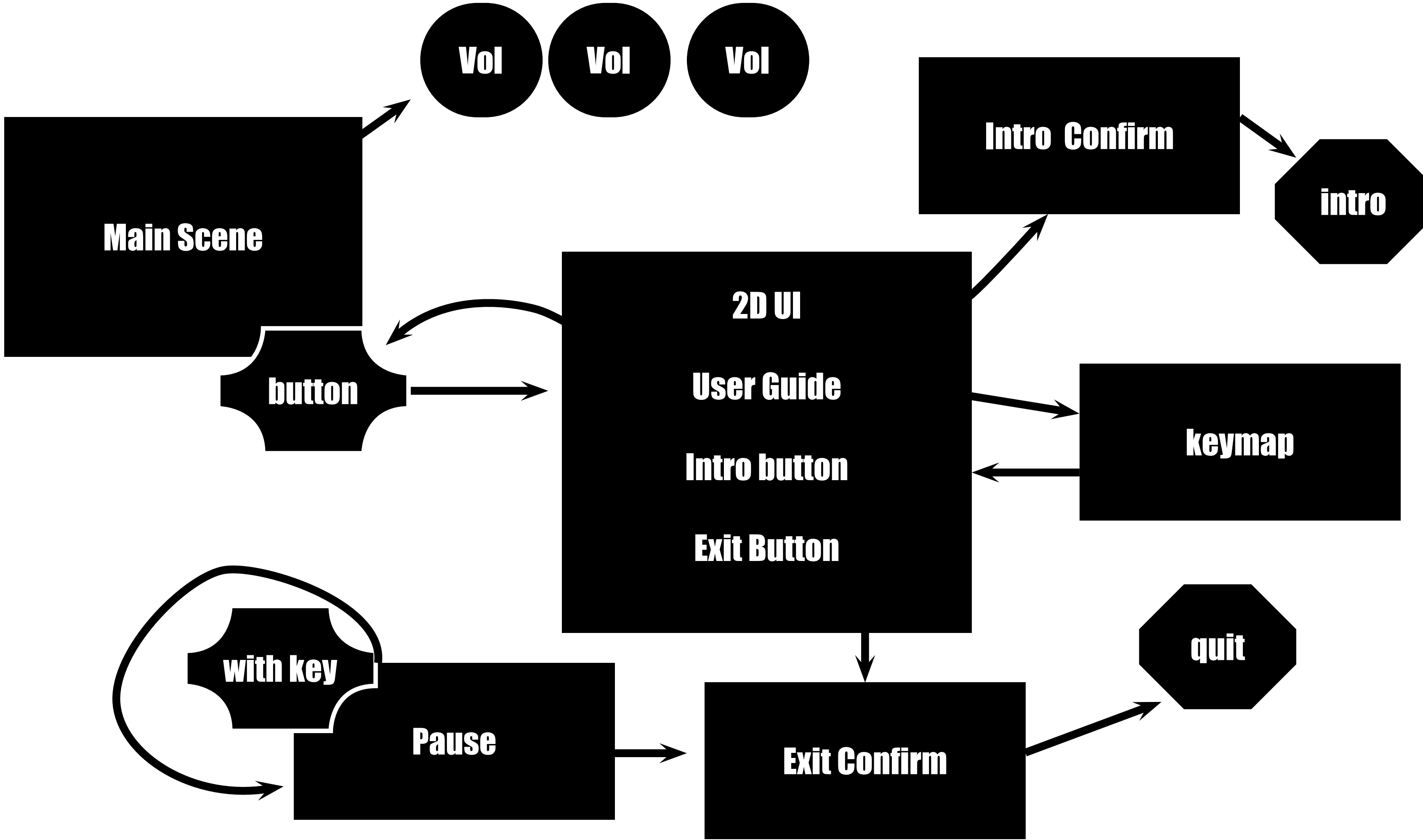
Exit  
Game



Are you sure you want to leave? We are pretty much  
your best chance at entertainment at the moment.

*Oh, alright.  
I'll stay for a couple days.*

*I'm going home.*



*Too many  
Brownies, no coffee*

*View Key/Map*

*Return to Intro Screen*

*Exit Game*



*Too many  
Brownies, no coffee*

3 references

```
public static class KeyMap
{
    public static KeyCode pauseGameKey = KeyCode.Escape;
    public static KeyCode runningKey = KeyCode.LeftShift;
    public static KeyCode jumpingKey = KeyCode.Space;
    public static KeyCode floatingKey = KeyCode.CapsLock;
    public static KeyCode examineKey = KeyCode.E;

    //Q for Query
    //E for Engage
    //R for Retrieve and Renounce
    //F for float
}
```



Are you sure you want to leave? We are pretty much your best chance at entertainment at the moment.

*Yeah*

*Changed my mind.*

Confirm you want to go to intro screen?

YES

No, No, No, I'll stay here for a while