

STATION ECHO

User Manual

Developers' note

It is our belief that the best way to enjoy the game and explore its inner mechanics is to play it yourself. There are many tips present in the levels that will help you navigate and explore these mechanics. Many features are intuitive thanks to the game design; therefore, this manual is a fallback that you can consult if you feel you missed or forgot something.

About the game

STATION ECHO is a single-player game set on an uninhabitable space station. The game combines puzzle and platforming segments and positions itself as a difficult experience. You may spend well over an hour on some levels due to their complexity but beating them will provide great satisfaction. Players will find many unique levels with interesting architecture and design.

Gravity

Gravity manipulation is the main drive force behind the puzzles. Gravity can be manipulated by the player (explained further down the manual). Gravity affects the player and all objects that can be picked by the player. The gravity change is accompanied by the smooth animation that ensures the player is not being disorientated by the change.

Movement

To move the character you can use W A S D keys or alternatively you can use the Left Joystick on your controller. The game utilizes inertia for better immersion.

In order to jump press the Spacebar or A on XBOX controller

While in the air there is an ability to perform double jump to do this just press the Spacebar or the A on XBOX controller again.



Station Echo incorporates the ability to run. To do so hold the Shift key while also pressing W A S D or press and move Left Stick on XBOX controller.

Interaction

When the player is located within the interaction distance to a Cube or any other pickable or interactable object the object's mesh will light up with the blue outline. This ensures the player understands what objects are ripe for interaction and what objects cannot be interacted with.



Puzzle Elements



Doors serve as the gates that stop the player from reaching different locations. They are the main obstacle in the game.



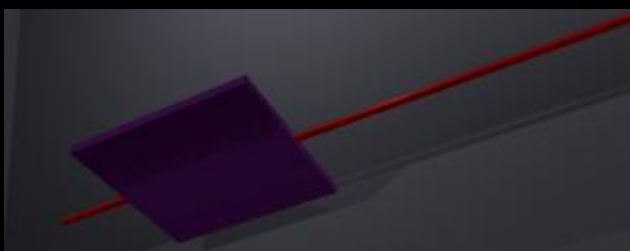
Button does a lot of things. **Button** can change the gravity for a certain time, temporarily open the doors or move the platform.



Switch. Unlike the button **switch** changes the gravity, opens doors or moves platforms indefinitely. The only way to stop things from happening is to turn it off (interact with it again).



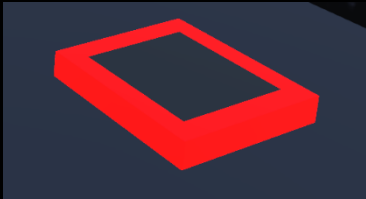
Pressure Plate can be triggered either by the player or cube or any other pickable object. While it is being pressed the doors will be opened or the gravity will be changed or the platform will be moved.



Platform can be moving all by itself or its movement can be controlled by button, witch or a pressure plate. It can carry the player and different pickable objects.



Dispenser provides a cube when the player presses the connected button or if the previously dispensed cube is destroyed. It cannot dispense a cube if the exit is blocked; in this case, the obstructing object will be highlighted.



Jump Pad launches the player and physical objects into the air.



Reverse Gravity Cube: Gravity applies to this object in the opposite direction.

Saves

The in-game progress is saved by a network of safe-points located all over the levels. They preserve the game state including but not limited to player's position and speed, interactable objects' locations, platform's location and direction.

Farewell

The developer team hopes everyone, who stumbles upon our game will enjoy it and its unique mechanics.

Thank you for playing!