

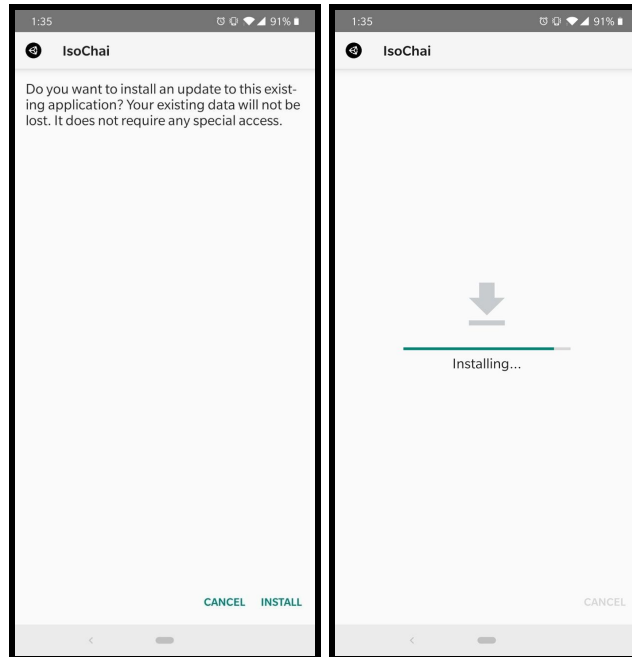
IsoChai (Catch the Bus) User Manual

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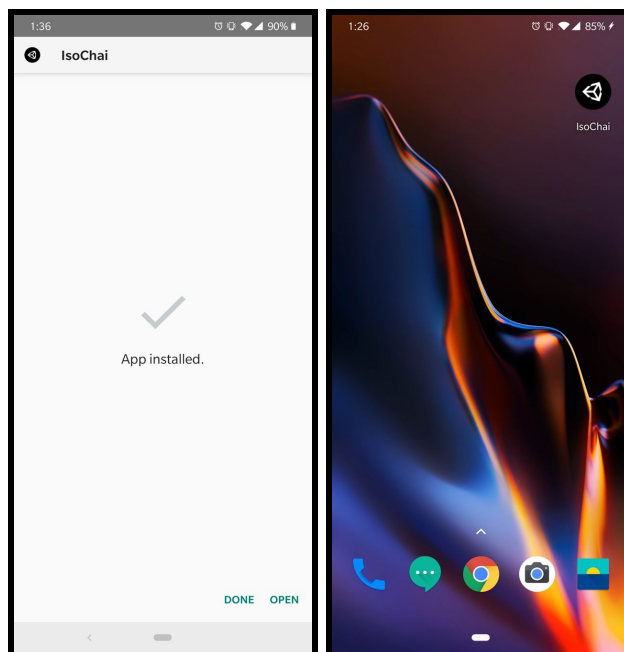
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Downloading the Game:

To download the app to your phone enter IsoChai into the app store click on the app and then,
Then click Install ->

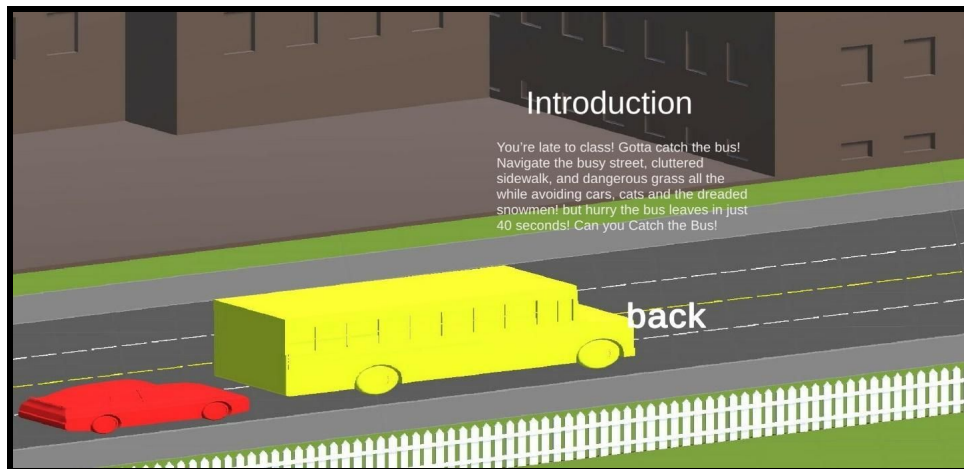
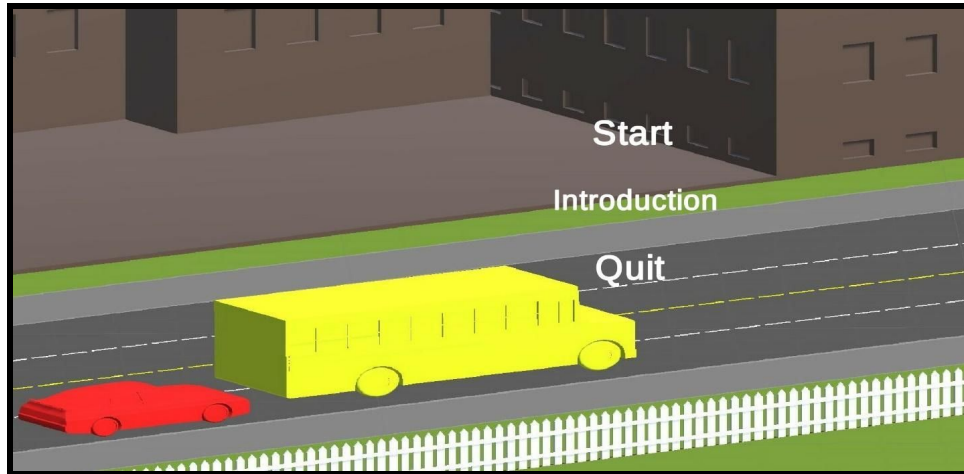


Either Click on Done or Find the app icon on the phone's user interface.



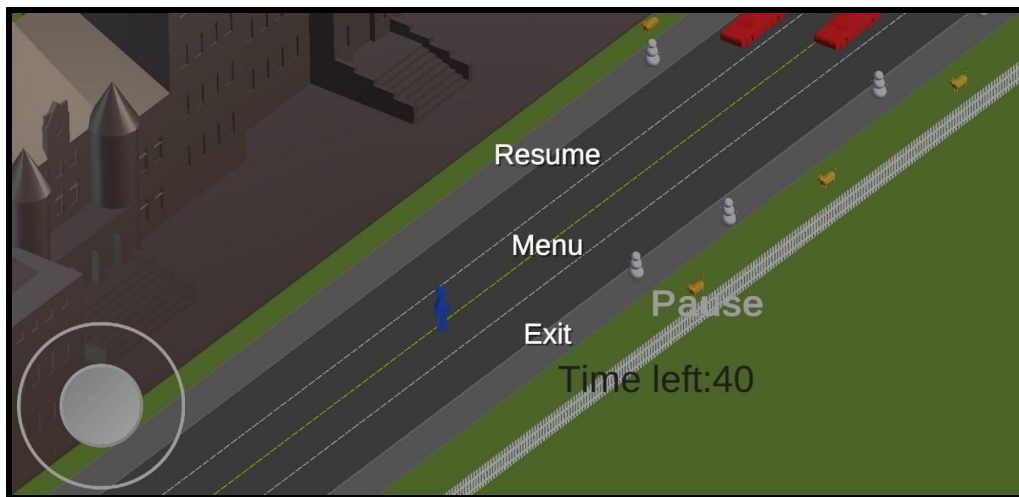
Game Menus:

Upon entering the game you may either click **Start** to enter the game, click **Introduction** to read an overview about the game (click **back** to return to main menu), and click **Quit** in order to close the game.

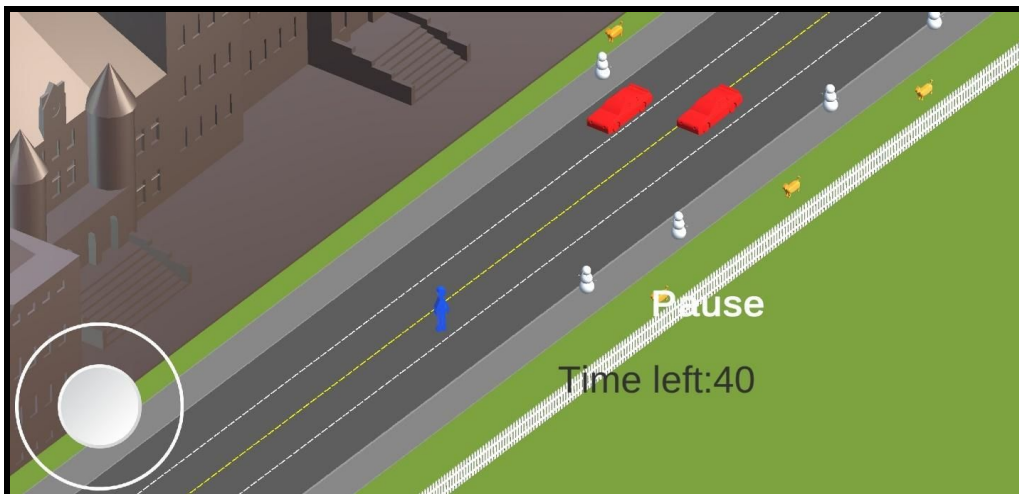


In Game Menus, Controls:

Upon clicking **start** (entering the game) as a user you can at anytime during gameplay, click on the **Pause** button in order to take a quick break and click **Resume** to continue where left off. If you wish to return to the menu (in order to restart) click on the **Menu** option. Lastly if you have either lost too many rounds or have other urgent matters to attend to you can click on the **Exit** button to close the game.

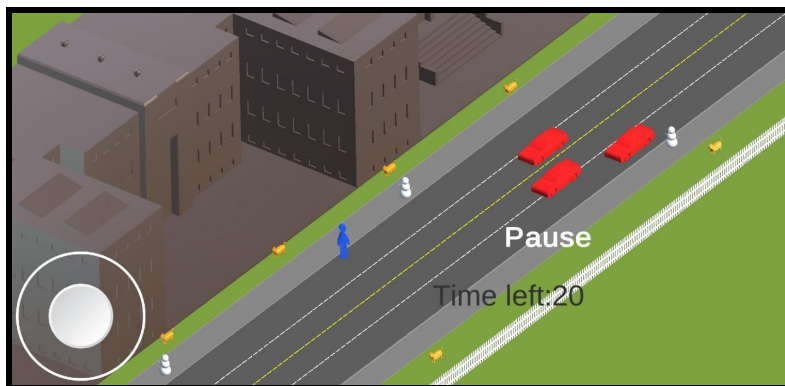
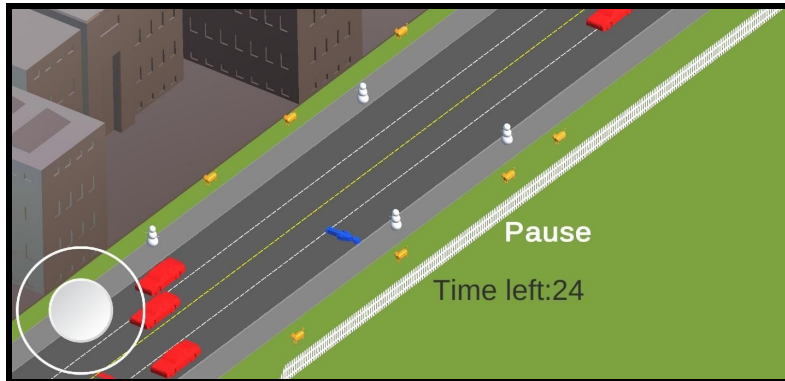


To control the player place your finger on the solid white circle on the left side of the screen and drag your finger according to the direction of movement you want your player to take. The movement on the joystick is translated directly meaning if you move the joystick upward your player goes straight up towards the top edge of your screen. Hint: to go in the direction of the road move the joystick between the up and to the right direction.



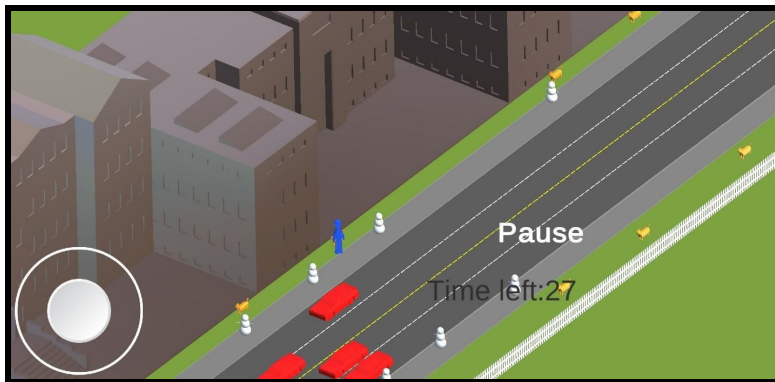
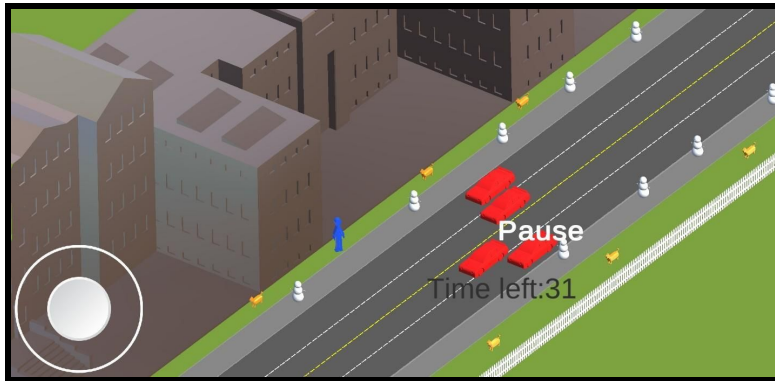
Enemies:

In the current build of the game there are three enemies that you will have to pay attention to, cats (orange), snowmen (white), and cars (red). All enemies will have an associated effect upon your character upon a collision as seen in the first photo where the main character is knocked over. A collision in short temporarily disables a players movement.

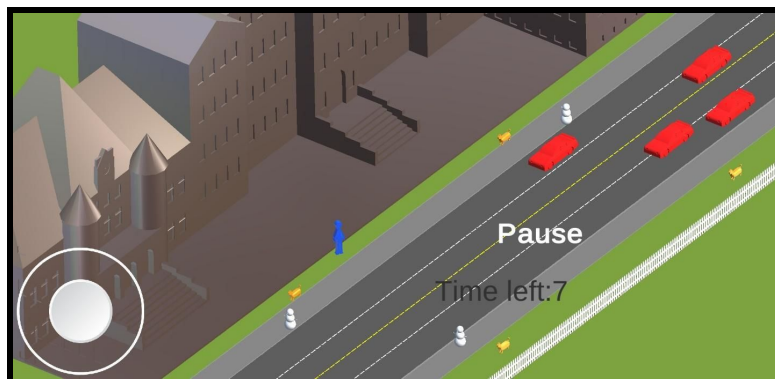


Terrain:

The terrain in which your player travels has an impact on your movement speed and your ability to overcome obstacles. In grass your player moves 0.4 times slower making the obstacles even more of a concern when using the grass to avoid a snowman or car. Note: Only cats move on the grass.

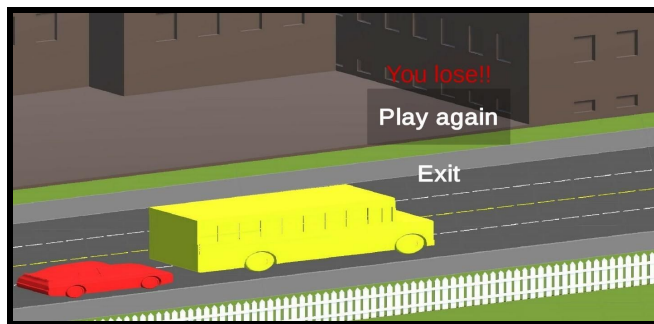
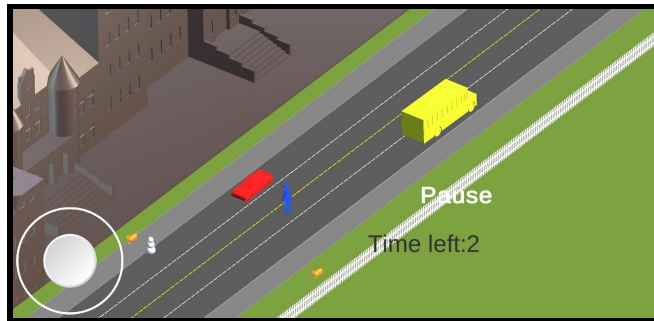


The player is bounded within the map by the buildings on the left and the fence on the right. Going to left-down direction the player will also meet a roadblock that cuts the player off from going to far in the wrong direction.



Win/Lose Scenarios:

You win the game by trying to reach the bus. (run into from any direction). Since the person in the image below did not reach the bus within the 40 seconds from the start of the game the user will see an image displaying a loss along with the ability to retry or exit the game.



Since the player in the image below had enough time to reach the bus (9 seconds left) the player (once collided with the bus) will see a screen displaying the win and the ability to either replay or exit.

