

READ ME (ENG)

"Non-genre old-school experimental game"



PLASMA

(c) 2014 Game by Stanislav O. Shevchuk with music by: Yokky, c4, Frank Dorittke, Adam Castillo, Stellardrone, Xcentic Noizz, Viktor Gradov, EXIT Project and Mr. Lou

PLASMIA

Date: 15.03.2015
Version: 1.1 RU-EN

1. About the game
 2. Copyrights
 3. System requirements
 4. FAQ
 5. Credits
-

1. About the game

PLASMIA is the logical arcade game by Stanislav O. Shevchuk. The game was under developing since January 2009.

Features:

- Old-school arcade-n-logic gameplay;
 - 4-5 gameplay hours in story-mode plus additional levels;
 - A lot of items and powerups;
 - Strong sci-fi storyline;
 - Three difficulty levels.
-

2. Copyrights

The game is **Free-Ware**, based on Creative Commons license "Attribution-NonCommercial-NoDerivates" 4.0. For newest version of the game visit <http://plasmia.awardspace.info>



3. System requirements

Minimal:

CPU 1.6 GHz or higher
512 Mb RAM
128 Mb video (GeForce 4 FX, Radeon 9500)
Soundcard
350 Мбайт HDD free space
Windows XP, Vista, 7, 8
DirectX 9.0c

Recomended:

CPU 3 GHz or Dual-core 2 GHz or higher
2 Gb RAM or higher
256 Mb video (GeForce 7600 GT,
Radeon HD 3850 or better)
Soundcard
350 Mb HDD free space
Windows XP, 7
DirectX 9.0c

4. FAQ

[Q] English version is full of terrible grammatical and lexical errors!

[A] That's right :(But you can make it better! Write original and revised version of must annoying phrases and sentences at my mail: stasppashc@mail.ru. Don't forget to type your name! Most active translators will be showed in credits!

[Q] Error Can't Initialize Asphyre Device at start

[A] Try changing screen resolution of game or set windowed mode (use Config.exe in game's directory). This error also may cause by version of your video card drivers. Check the newest versions at your hardware's manufacturer site (www.nvidia.com, support.amd.com и др.)

[Q] How to maximize screen at the window-mode playing?

[A] Press F2 to fit window to desktop's size. Press both Alt+Enter keys for full-screen mode or set Full-screen at game's configuration tool (Config.exe in game's directory).

[Q] Game is Lagging or reacting (to mouse and keys) slow.

[A] First way is turning off VSync options (use Config.exe, User defined settings). Also Full-screen mode can decide this problem.

! Recommended to close screen applications before starting the game to avoid incorrect working of lags: ICQ, AClock, RocketDock, AquaDock, QIP Infium and others.

In case of errors write to my e-mail: stasppashc@mail.ru

5. Credits

Idea, code and graphics:

Stanislav Shevchuk

English version by:

Yulia Baranova, Alexander Savenkov and Stanislav Shevchuk

In-Game music:

"Intro"

Yokky

"Star float (flutter mix)"

c4

"Night Train"

c4

"Galaxy 2004 the long way"

Frank Dorittke

"165 Earth Years"

Adam Castillo

"Billions and Billions"

Stellardrone

"Trinity"

Xcentic Noizz

"The Space Wanderer"

Viktor Gradov

"Fly High"

EXIT Project

"Moments"

Mr. Lou

"Parameter"

Mr. Lou

"I Still Miss You"

Mr. Lou

Thanks to:

**Alexander Savenkov
Sergey Solodov**

**Yulia Baranova
Anton Stankevich**

**Sayana Khartaeva
Alena Alasheeva**

- The game using Asphyre eXtreme (<http://www.afterwarp.net>)
- Music for the game have Creative Commons license. Some compositions were taken from Jamendo.com
- Some sounds were taken from soundforge.com.
- For simple sounds' creation used free-ware tool SFXer.
- Russian version uses MicraDi font, English - Square721 BT.