**User Guide**

**Installation**

Extract the contents of the zip file to a folder of your choice. In Windows XP or newer versions, you can do this by double-clicking the file and then clicking “Extract All” on the left-hand side of the window or the ribbon, depending on your version. In the window that appears, you will be asked to select a folder to extract to before clicking the Extract button, which will do as it says on the tin: extract the contents of the zip file to that folder. Common and easy-to-find locations include C:\ (this is usually your main hard disk drive) or the Desktop.

Versions of Windows older than this will require an extra program such as WinZip or 7-Zip to open the file. To understand how to open and extract from zip files with these programs, please consult their own user documentation.

**Running the Game**

Navigate to the folder you have extracted the game to via My Computer (In Windows XP or earlier), Computer (Windows Vista or 7) or the File Explorer the bottom-left corner of your display (Windows 8). Within this folder, you will find Turvy.exe. Double-click this to run the game.

**How to Play**

**Title Screen**

This is the screen you will be greeted with upon running the program. The options available are:

**Start:** Enter your initials in the box above (Maximum: 3 characters) and click this to start the game. The game will not start if the box is blank, as the game requires your name for scorekeeping purposes.

**How to Play:** Provides quick instructions on how to play the game.

**Top Scores:** Provides the top five fastest times from those who have successfully finished the game.

**Game Screen**

The game screen is where the action takes place and you guide Topsy to freedom. At the bottom of the screen, you may notice a few items at the bottom of the screen. These items include:

**Retries:** These are the amount of times you can reattempt the level. You get four attempts, meaning you get three more retries (not counting your first try). Once these run out, it will be game over and you will be returned to the title screen. Retries are not topped up when you move on to the next level, so be careful and try not to run out early on.

**Level Name:** Each name has its own name. For the most part, this just exists for flavour, but for some levels the name may provide a subtle hint.

**Timer:** This informs you of the time elapsed across the entirety of your journey to freedom. Finish the game with a fast time and you might just qualify for the top five.

**Playing the Game**

The aim of each level is to guide Topsy to its exit: A grey door with a green light above it. To do this, she has a unique ability at her disposal: the power to twist gravity on a personal level, allowing her to walk along walls and even ceilings. Topsy can be controlled by the following keys:

**W, A, S, D:** These keys control Topsy’s movement along a surface. Depending on her gravitational direction, only two of these will be active at a time. Movement along floors and cielings will use the **A** and **D** keys, while **W** and **S** controls movement along walls.

**Arrow Keys:** Topsy’s gravity is controlled by the arrow keys, each arrow corresponding to the direction she will fall.

***NOTE:*** Topsy has no air control! Whenever she falls, you will not be able to move along that axis until she lands. In addition, she cannot twist her gravity mid-fall. She’s got a landing to worry about, after all.

**Threats to Turvy**

Fleeing the lab isn’t going to be a walk in the park, as the place has been littered with traps and foes for one purpose and one alone: the recapture of Topsy! Falling victim to any of these threats will cost the player a retry, of which you only get four when you start the game. Run out, and it’s game over, so be careful!

**Robots:** Most levels will have two robots patrolling each room, or at least the surface they’re assigned to. Although they are capable of traversing walls and ceilings, it’s only through electromagnets of sufficient strength to keep them there, so their ability to drop to another surface is extremely limited, if at all possible.

Despite this, they’re still a considerable danger to Topsy, as even the lightest touch will shock Topsy and incapacitate her. If you must pass close to a robot, ensure you have at least one block between yourself and the mechanised minion.

**Shock Tiles:** Several of these tiles have been activated across the lab, and touching one will result in Topsy suffering the same fate as she would by running into a robot. On the plus side, despite their abundance, they don’t move.

**Heights:** In spite of her powers, Topsy is not immune to falls from great heights. If she falls more than two blocks the impact will knock her senseless, so try to think before you switch or walk off that ledge.