



Equitrium

by VertexArmy

Equitrium is a creativity puzzle game about a small repairbot with unconventional powers. It features 3D graphics in a physics simulated 2D world with lots of fun puzzles to solve.

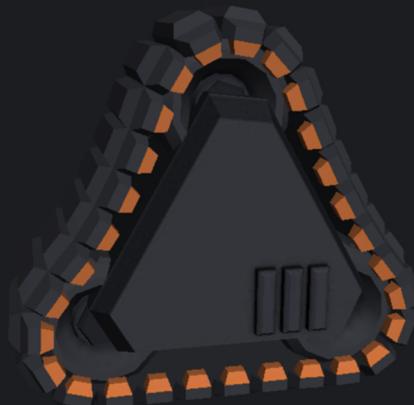
Say hello to Ed, the repairbot who wakes up to find his ship wrecked and malfunctioning. Lost and alone in a hostile environment, he bravely sets out through the debris to solve the mystery surrounding him.

During his journey he finds new abilities such as attracting and pushing away objects by means of a force field, changing the gravity direction and swapping places with other objects. Some of these abilities will require previous puzzles to be completed, such as the ship's gravitational module.

We are working on an epic story. Equitrium's main story will revolve around solving mysteries, learning from mistakes and discovering bits and pieces about Ed's past. We want to teach and to inspire, because we believe in the power of games as a form of art. The story could have two endings, depending on your decisions along the way and a single important decision in the end. We plan on having an impressive finale which will be an eye opener and leave the player pondering upon his journey and his own real life decisions.

"Simplicity is the ultimate sophistication" said Leonardo da Vinci 500 years ago and we find his words to be a perfect description for the way we always felt about software. From the simple and easy to learn game mechanics used to solve sophisticated puzzles, a minimalistic, clean and intuitive user interface inspired from Windows Metro all the way to the game's graphics, we tried to design and keep everything as simple and clean as possible without sacrificing functionality.

We have no target audience. We think our game is aimed at a wide variety of users. Creativity is in the human nature, we play games to have fun, to learn, and to challenge ourselves. Overcoming a difficult puzzle is always rewarding and the multitude of abilities will give players multiple creative solutions. The rich physics simulated world of Equitrium is fun to explore by young minds, while the complex puzzles will challenge the pretentious



We care about the replay value. We don't want our game to finish after the last mission. We designed Equitrium to focus on puzzle solving instead of a single epic story. The simple mechanics used to create the original content can be used creatively by players to extend it. The game belongs to the people that love it and we want them to have everything. We follow on the footsteps of giants like Team Fortress 2, Portal 2 and Dota 2 who proved that players are not only creative, but also willing to improve the game they love with new and rich content.

Equitrium is extremely flexible, which makes it perfect for more exotic content such as unconventional achievements, custom skins and themes, hidden levels, rewarding the player for finding and solving optional puzzles and even multiplayer where challenges require more than one repairbot to overcome.

It's portable on a wide range of platforms. Originally built for the PC, the game has low system requirements and is built from ground up using XNA and C#. This allows us to port it to different platforms including but not limited to Windows Phone and XBOX 360.

We plan to release the game on Windows Store later this month. Following the initial release we will provide constant improvements and content updates. Initially free, the game will become payed once enough content is added. This will ensure we have enough publicity and people will be convinced they're buying something that deserves their money. Finally, we plan on having an online marketplace that allows players to sell and buy their creations and contributions. We can benefit from the marketplace by charging a small commision fee for every transaction. This is a great opportunity for us to bring a Romanian game on the international shelves of Windows Store.



How to Play

the game.

Controls:

Left Arrow	Move robot left / Spin the menu cube left
Right Arrow	Menu Select Right Option / Spin the menu cube right
Mouse Wheel	Spin the menu cube
Mouse Cursor	Aim the forcefield
Mouse Left Button	Use the forcefield PUSH polarity
Mouse Right Button	Use the forcefield PULL polarity
Escape Key	In game pause menu

The First Level:

1. The first level might be hard if you're not used to these kinds of puzzles. You can move the robot left and right by using the arrow keys. Try following the tooltip and push the crate against the button.
2. The platform ahead contains the **Force Field** upgrade. You can use it to push or pull objects around.
3. Further to the left you find a gap. Fill it with the cube on the opposite side by pulling it towards you.
4. Before you reach the cliff, drag down the big box from the top right and push it in front of you.
5. Use the two boxes to create a passage to the other side.
6. After crossing, pull the small box into the gap, and pull the big box over it and under the unstable platform.
7. You can now cross safely and finish the first level.



The Editor:

The game has a built-in editor which serves as the main tool for creating new levels and campaigns. Though used by us, the developers, it's planned for it to play a big role in the community, being available to potential talented map makers that want to build their own puzzles in Ed's universe. You can access the editor from the main menu.



Editor options:

Spawning: The user can spawn game entities.

Moving: Using the mouse and keyboard, the player can place entities anywhere they want.

Rotating: All objects can be rotated.

Scaling: Any entity can be scaled in all three directions.

Snapping: This applies to all of the above, the user can use a grid to precisely place objects where they intend, they can also snap to common angles when rotating.

Debug View: By pressing D, the game will display an overlay of the 2D physics happening in the background, it can be used for precision and general debugging.

These features represent only a base for the future editor we want to implement. Users will be given much more control over what they build in the final version, one major feature being the ability to script their levels to create fully featured campaigns.