

## **User Manuel**

You are Auber, an enforcer are tasked with maintaining order on a space station infiltrated by hostile spies who are disguised as crewmates and are attempting to destroy the ship's essential systems. You are tasked with identifying and apprehending all of them before they can completely destroy the place and render conditions on the ship unsurvivable.

Use the arrow keys to move Auber around the station. There are also teleporters scattered around the station, indicated by blue and white circles on the map, and clicking on them will allow you to teleport between rooms on the station.

Click on your crewmates if you suspect they may be an imposter to attempt to apprehend them, but be careful! If you're wrong, they will be unhappy and the guilt of falsely accusing them will physically hurt you. You can visit the infirmary to heal. Be careful! If you lose all your health, Auber will collapse in despair and you will lose the game.

If you're struggling to identify the infiltrators, try hanging around some of the systems (indicated by blue circles), and you may catch one attempting to sabotage it. Infiltrators may also occasionally panic when you're around and attempt to run away. They can also sometimes rush when damaging a system, and destroy it immediately. Lastly, if you see a crewmate transform their appearance, they are not a crewmate! The infiltrators have chameleon abilities and may change their appearance to hide from you.

Auber has an armoury of skills and gadgets that can help identify infiltrators: press 1 on your keyboard to activate the system defence shields: this will prevent infiltrators from sabotaging them for a duration. Press 2 and Auber will sprint across the map until they get tired. If you press 3, Auber will activate their wrist teleport gadget, which allows them to teleport themselves to any of the already existing teleporters without clicking on first. However, the wrist teleporter will then break and you won't be able to use this ability again. If you press 4, any infiltrators close to you will be forced to slow down for a duration. This is a good way to stop infiltrators from running away from you too fast to catch if they panic. If you press 5, Auber will place down a motion trap that will remain for a duration. If an infiltrator steps on it, the indicator lights on it will turn red. You cannot activate any of these abilities at the same time, and can only use them once.

If you want a break from the game, press the escape key on your keyboard to pause it. You can also save the game and/or return to the main menu from here.