

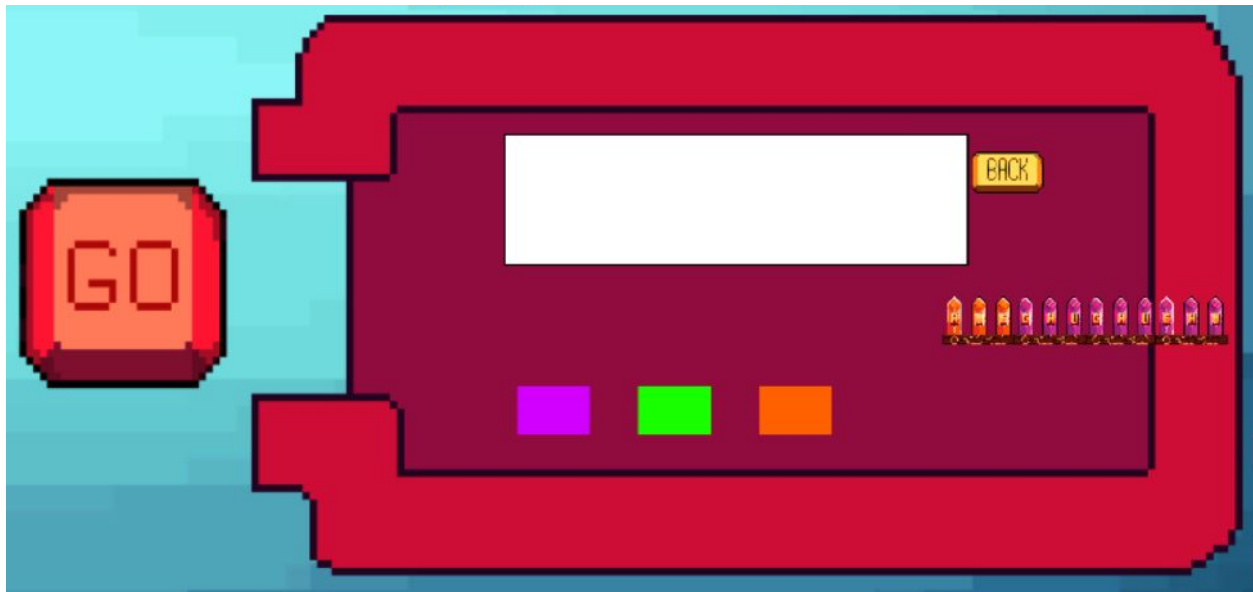
How to Play Cell City

Welcome to Cell City, the next big thing in Cellular education! Eager to start playing this game? Great, because I'm here to help you learn how to play this great game!

When you start you are given a view of your cell, your Cell City if you will. From here you can manage your cell's organelles. The organelles are used to create resources for your cell, but be careful because they use resources in the process. The organelles you have access to are the Ribosome, Nucleus, Mitochondria, and Lipid Bilayer.

Ribosome:

Access the Ribosome by clicking on the red GO button next to the red box:



The Ribosome creates protein, which help make the cell Swol... I mean are crucial for cellular functions. You can place "cannons" (enzymes) which shoot tRNA by clicking on one of the colored buttons, then clicking on the white background. The Ribosome will automatically continue to produce protein for you, even after you leave it! Speaking of which, you can leave the Ribosome by clicking on the yellow BACK button:



Mitochondria:



The mitochondria is another organelle in your cell. It produces ATP, which is the fuel for the cannons in the Ribosome. The buttons at the bottom of the screen inside the minigame allow you to place pads in the play area in a grid pattern. Pads cannot be placed on top of each other, and some have additional constraints. Some pads also transform if certain conditions are met (they are directly touching a specific type of pad). This is the order: grey pipe pads can only be placed adjacent to other grey pads (other pads can be placed anywhere, but only transform if certain conditions are met). Purple pads transform when placed above or below a grey pad. Tank pads transform when they are above or below a transformed purple pad. Gold pipe pads transform when they are to the left or right of a transformed tank pad. Green generator pads transform when they are next to a transformed gold pipe pad. Transforming these green generator pads completes the channel, allowing the production of ATP to occur.

Nucleus:



In the nucleus you can change DNA. This is done by clicking on the various black boxes (but you can only have two clicked at a time). When you click a black box, you activate it, and any letter cell in between the two boxes is activated. Changing the DNA lets you create different resources.

Lipid Bilayer:



There's also a secret organelle, the lipid bilayer! You can access it by clicking the purple OUT button when in the cell view. Clicking on the channels allow you to take in different amounts of resources.



This also takes you to the game's overworld (but more on that later). By clicking on a part of the lipid bilayer you can either open or close that specific part of the lipid bilayer. Using the lipid bilayer you can open up channels to allow more resources to flow into the cell. But be careful, because you can also let in harmful objects as well (like too much water or salt)!

Cellular Overworld:

You can also access the cellular overworld (Wow) by clicking on the Purple Button:



From here you can move your cell using WASD or the arrow keys...if you're a normy. To collect Glucose, run into the red blocks you'll find spread throughout the world:



But be careful, don't spend too much time in the salt or water, or your cell will start to get sick!

Upgrading Your Cell:

Using the resources you find in the overworld you can upgrade your cell using the Upgrade button. From here you can make your cell better by adding things like extra parts to the lipid bilayer, or even add a weapon:



Enemy Cells:

Also in the overworld are Enemy Cells:

These cells are also trying to collect Glucose, and will move towards the nearest one in an attempt to gather it. If a glucose is collected by an enemy cell, it is lost. However, with enough protein, you can upgrade your cell with weapons to attack these enemy cells. If an enemy cell is destroyed, it can no longer steal your glucose, as well as dropping a small amount of glucose proportional to the amount it has collected.

You can pause the game at any time by pressing the "P" key, and open and close the upgrade menu by pressing the "U" key.