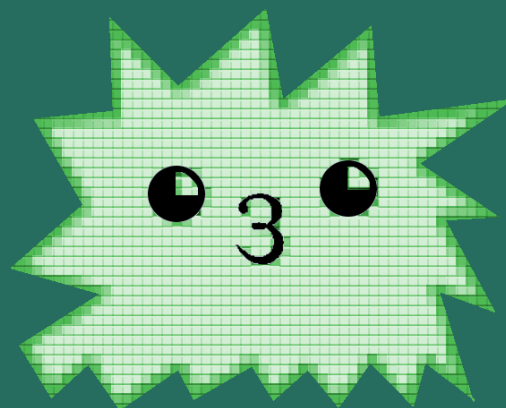


# GREEPER



## USER DOCUMENTATION

INSTRUCTION BOOKLET

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# GAME DESCRIPTION:

YOU ARE A **COMPUTER VIRUS**. CREATED IN A LABORATORY OF THE MOST ADVANCED RESEARCH FACILITY. YOU ARE CALLED THE AMORPHOUS BLOB.

IN AN UNFORTUNATE MISHAP BY THE RESEARCHERS, **YOU HAVE ESCAPED!** WITH YOUR NEWFOUND FREEDOM, YOU JOURNEY INTO THE UNKNOWN WORLD OF COMPUTER NETWORKS, JUMPING FROM COMPUTER TO COMPUTER THROUGH THE INTERNET.

BECOME **THE MOST DESTRUCTIVE VIRUS** BY CORRUPTING EVERY NETWORK!

# PRECAUTIONS

## WARNING - SEIZURES

REPETITIVE ANNOYANCE AT THE DIFFICULTY OF THE GAME MAY CAUSE ANGER ISSUES, DESTRUCTION OF PROPERTY OR SUICIDAL THOUGHTS. IF ANY OF THESE SYMPTOMS OCCUR, PLEASE SEEK COUNSELING OR PROFESSIONAL MEDICAL HELP.

ANYONE PRONE TO SEIZURES TRIGGERED BY FLASHING LIGHTS, PATTERNS AND SOUNDS SHOULD CONSULT A DOCTOR BEFORE PLAYING.

## WARNING – REPETITIVE MOTION INJURIES

PLAYING GAMES EXCESSIVELY CAN MAKE YOUR HANDS, JOINTS, EYES AND OTHER BODY PARTS HURT. IF YOU FEEL A STRAIN ON YOUR MUSCLES OR ANY SORT OF DISCOMFORT, TAKE A 15 TO 20 MINUTE REST. IF PROBLEMS STILL OCCUR, SEEK A DOCTOR FOR MEDICAL HELP.

## WARNING – ELECTRIC SHOCK

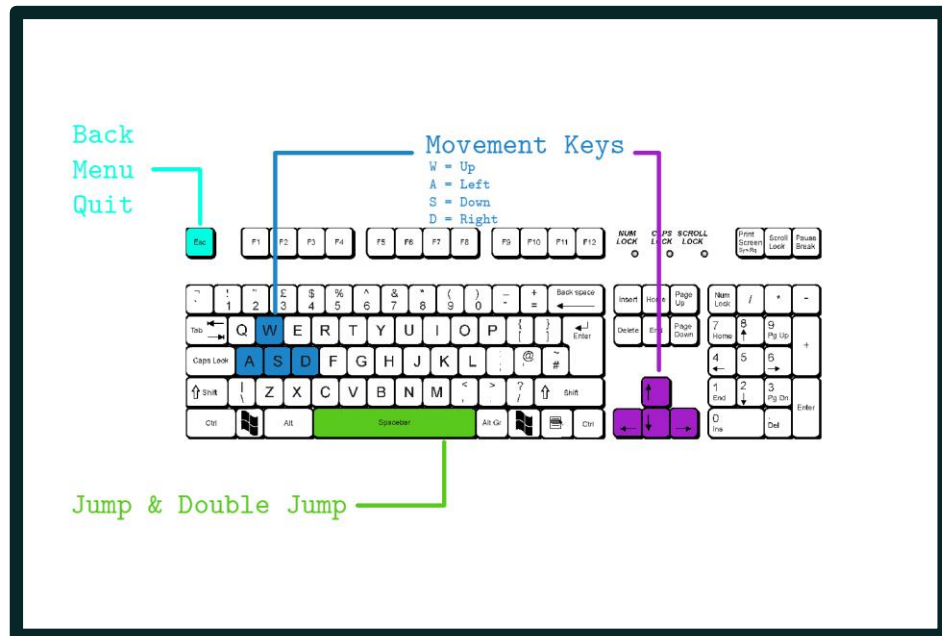
DO NOT UNPLUG THE COMPUTER AND MAKE SURE POWER CORD IS CONNECTED TO THE WALL SOCKET FIRMLY TO AVOID ELECTROCUTION.

MESSING WITH THE ELECTRICAL DEVICES MAY LEAD TO DEATH FROM ELECTROCUTION.

## CAUTION – MOTION SICKNESS

PLAYING VIDEO GAMES CAN CAUSE MOTION SICKNESS, IF YOU FEEL DIZZY, NAUSEOUS OR ILL, STOP PLAYING IMMEDIATELY AND SEEK REST UNTIL FEELING BETTER.

# CONTROLS



## INSTALLATION INSTRUCTIONS:

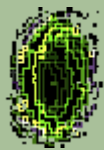
**PC:** 1. UNZIP CREEPER FOLDER 2. RUN CREEPER.EXE.

**MOBILE:** 1. DOWNLOAD & INSTALL CREEPER APK/ IOS FILE 2. RUN CREEPER APP.

# HOW TO PLAY

GET THROUGH THE LEVEL WITHOUT DYING START FROM **SPAWN PORTAL** TO **END PORTAL**.

## HINTS:



### **SPAWN PORTAL:**

WHERE THE PLAYER SPAWNS IN THE GAME



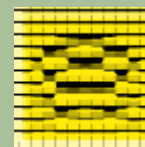
### **FIREWALLS:**

SHOOTS PROJECTILES AT THE PLAYER  
(NO DAMAGE)



### **END PORTAL:**

WHERE PLAYERS COMPLETE THE LEVEL



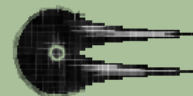
### **BOUNCE BLOCKS:**

INCREASES PLAYER JUMP HEIGHT



### **SPIKES:**

KILLS THE PLAYER



### **SPINNING SPIKES:**

KILLS THE PLAYER



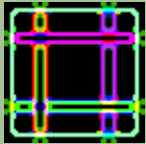
### BUGS:

USED TO HIT THE PLAYER INTO  
RANDOM DIRECTIONS

### BASIC LEVEL BLOCK:

PLAYERS CAN JUMP ON THESE.

A	C	F	N	T
1	0		Z	#
&	2	3	4	5
6	7	8	9	a
d	e	i	*	{



### CLIMB BLOCKS:

ENABLES PLAYER TO CCLIMB INTO THESE BLOCKS

## DEVELOPERS :

CHAOWEN YANG // UI & ANIMATION ARTIST

PATRICK E. SMITH // CONCEPT & STORY DESIGNER

POONPHAT YOVIDHYA // LEVEL & MUSIC DESIGNER

JELTE JORDI STEIJAERT // MAIN PROGRAMMER

## SPECIAL THANKS:

GLOBAL GAME JAM // EVENT

CHARLIE ADAMS// QA & TESTING

# THANKS FOR PLAYING.....