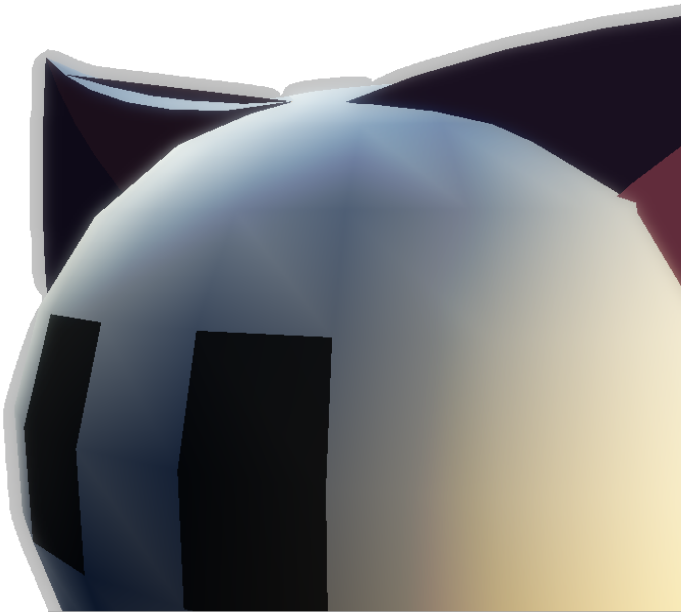
Spectrum
スペクトル

Game Manual



Spectrum
2010

Credits

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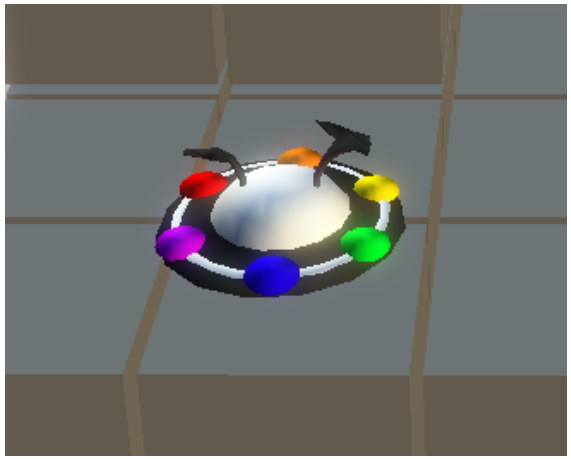
It's a Colour Catastrophe!

Oh no! It was just another happy day in our colourful home town when out of nowhere, something fell from the sky and sucked up all the colour and flew away!

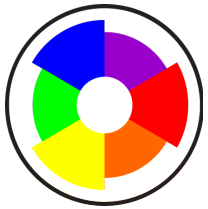
Not just here; all over the world, these weird orbs were sucking up colour. It was a disaster, and everywhere people were panicking. What to do?

We need to get the colour back, but how?



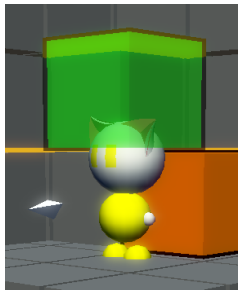
Getting Around

Colour



Everything in Spectrum has a colour, including the player! These colours show what objects you can and can't move or use in the level. Depending on what colour you are, you can do things that you couldn't do before, and you might be able to use three different colours at a time!

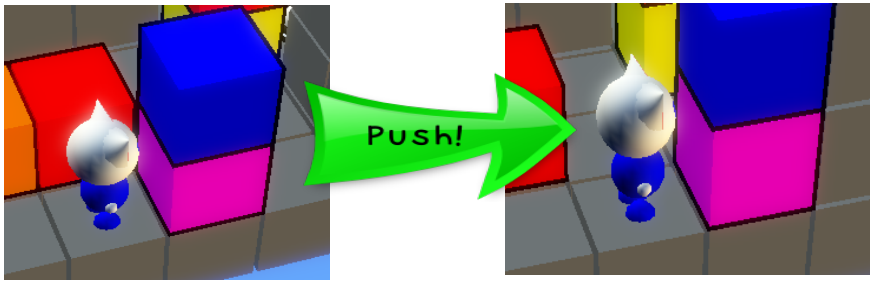
Blocks and Barriers



Blocks and Barriers are the most common types of obstacles you'll find in Spectrum.

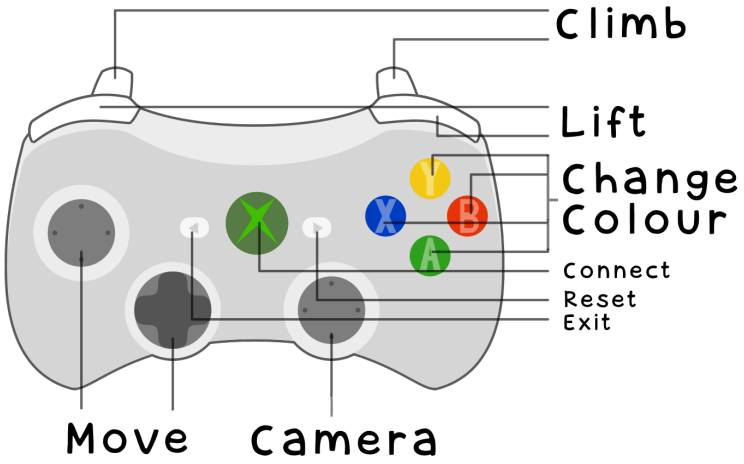
- You can climb on any block, but they can't be moved unless you're the right colour. Even you're pushing two!
- You can lift a block but if you do, you can't move!
- Make sure nothing's in the way when you lift and push!
- Barriers are like special walls and floors. These walls only let colours that can use it through.

In Spectrum there can be lots of different ways to get to the goal. Try experimenting with colours and obstacles to see what paths you can find!



Game Controls

XBOX360 Controller



Keyboard Controls

Movement	W,A,S,D, Arrow Keys
Climb	Space
Lift	Q, E
Change Colour	Z (forward), X (backward)
Reset	R
Exit	Esc