

# Lifted

Instruction Manual



# Installation Instructions

## System Requirements

- Windows XP (Service Pack 3), or Windows Vista (Service Pack 1)
- 1 GHz+ processor
- At least 50 MB of free disk space
- 512 MB of RAM
- Graphics card that supports DirectX 9.0c and Shader Model 1.1

## How to Install

1. Download the latest version of Lifted from <http://peterclain.com/lifted>
2. Right-click "Lifted.zip," and unzip the files to the desired location.
3. Inside the main directory, double-click the installer and follow any on-screen instructions.
4. Have fun playing!

## How to Uninstall

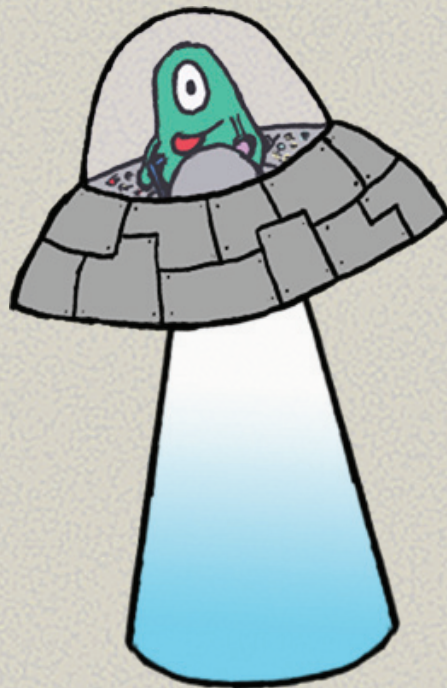
1. Reconsider uninstalling Lifted. It's a cool game.
2. Navigate to the folder where Lifted was installed.
3. Double-click the uninstall utility and follow any on-screen instructions.

# Objective

## Abduct the humans!

Gingo the alien is on a quest to abduct as many humans as possible, and he needs your help! Guide him through each human's home and help him abduct his target.

Each human's home is filled with strange objects that stand in Gingo's way. There are mirrors, fans, and walls made of different materials. It is up to you to put your puzzle-solving skills to the test and find a way to help Gingo. Overcome these obstacles and find a way to victory!



## Goals, Humans, and Sleep

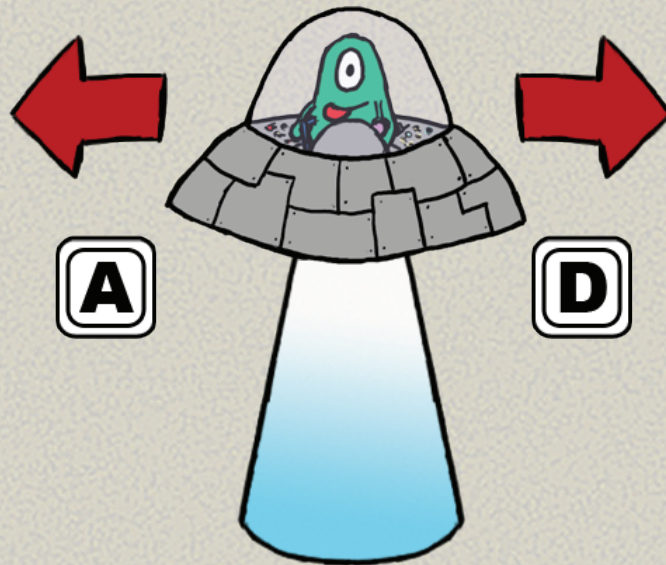


The goal in each level is to successfully abduct the human sleeping at the bottom of the house. Using your tractor beam, you can interact with walls, mirrors, and other puzzle elements to navigate the house and pull the human to your spaceship. Don't wake the human, though! If you do, he will run back to bed, and you will have to restart the level from the beginning.

# Controls

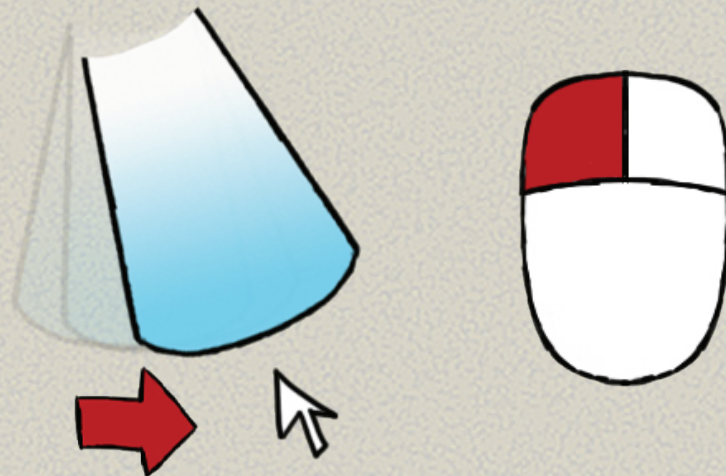
## Movement

Move Gingo left and right using the A and D keys, respectively.



## Beam Controls

Activate the beam by left-clicking the mouse and holding it down, and control the position of the beam with the cursor. Stop the beam by releasing the mouse button.



# Interface

## Level Screen



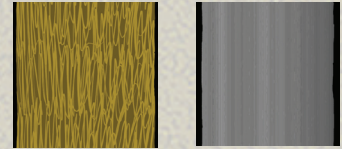
1. Gingo
2. Sleep meter\*
3. Elapsed time since starting the level. Used to calculate score.
4. The human
5. Furniture\*
6. Switch\*
7. Hints and tutorial information
8. Menu options. Go back to the main menu, select a new level, or restart the level if you get stuck.
9. Current Level

\*Continue reading the manual for more information about these items.

# Puzzle Elements

## Wall Types

The beam can pass through walls made of wood but not walls made of metal. The human can't pass through walls at all.



## Mirrors

Mirrors reflect the tractor beam into otherwise unreachable areas.



## Fans

Fans push objects in the direction the fan is blowing.



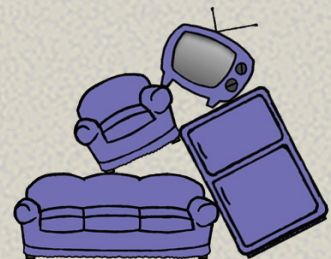
## Switches

Switches flip the different wall types in the house. Wood becomes metal, and vice versa.



## Furniture

Furniture can be picked up and moved with the beam. It can help weigh down switches, but it may have other uses as well...



# Sleep Meter

## Don't wake the human!

The human's sleepiness is represented by the Z's above the human's head as well as a bar at the top-left corner of the screen. When sleepiness reaches zero, the human will wake up and run back to bed. Sleepiness will decrease naturally over time, but it will also decrease when the human collides with obstacles.



# Additional Items

## Teddy Bears

Teddy bears increase the human's sleepiness.



## Cake

Cake makes the human fat, which can help him activate switches. However, he may not be thin enough to fit through some areas...



## Celery

Celery makes the human thin again (the opposite of cake).





# Credits

## VisionWeasel Team

Mark Vigeant (Team Leader, Programmer)  
*Level Editor, game state and saving*

Kevin Ullmann (Lead Programmer)  
*Character and beam controls, menu interactions*

Najla Elmachtoub (Programmer)  
*Physics, object interaction, sleep meter*

Peter Clain (Artist)  
*Backgrounds, menus, characters, and items*

Joseph Staehle (Musician)  
*Background music and sound effects*



