

CHROMINANCE

GAME MANUAL

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GETTING STARTED

What You'll Need

OS: Windows 7+, macOS 10.14 (Mojave) and higher, or Ubuntu 18.04

Resolution: 1200x800 pixels

Memory: 1 GB of RAM

Additional Hardware: keyboard (required), mouse (optional)

How to Install

Check if your device has Java 8 installed. If your device does not have Java 8 installed, download Java using the link below:

<https://www.oracle.com/technetwork/java/javasee/downloads/jdk8-downloads-2133151.html>

Once Java is downloaded, download the Chrominance source (zip) from the GDIAC website:

<http://gdiac.cis.cornell.edu/>

Right-click the folder and click "Extract" to unzip the file, then click on the .jar file to launch the game.

How to Uninstall

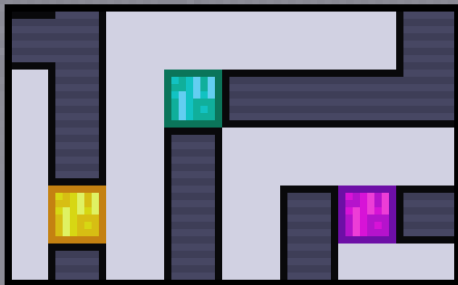
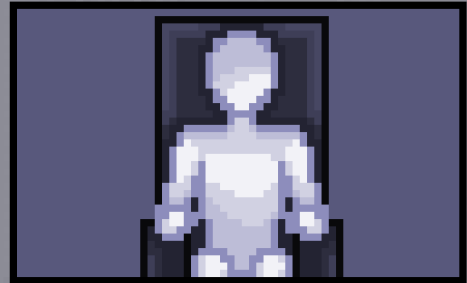
To uninstall, simply delete the folder containing Chrominance.

BACKSTORY AND OBJECTIVES

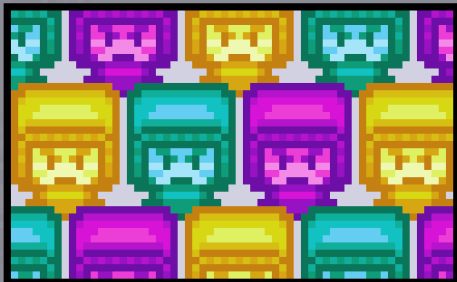
Gestalt, a former interpreter for the Central System, had a desire and made plans to escape to the free web.



However, the Central System caught wind of this plan.



The Central System proceeded to trap Gestalt in a maze,



and send deadly Garbage collectors after Gestalt.

You play as Gestalt, an AI with the ability to change color of the world, and a desire to escape the Central System. Reach the exit of each level by switching color modes and avoiding Garbage Collectors.

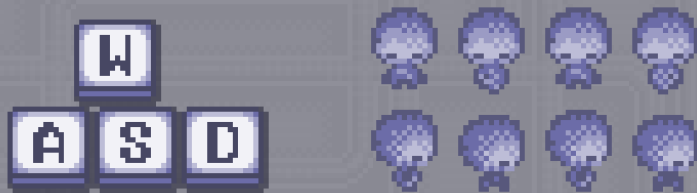
When you switch the world to a color mode, any objects of that color become translucent, intangible, and unable to block or harm you.

GAMEPLAY AND CONTROLS

This page covers the default controls. There are alternate control options in settings.

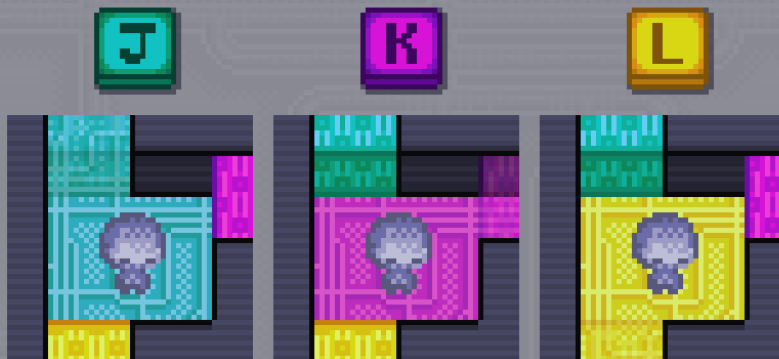
Movement

Move around the map using WASD.



Switching Color Modes

Use J, K, and L to switch color modes.



Color Code Injections

Color code injections allow you to "paint" objects different colors. Toggle painting mode by pressing the space bar, followed by the corresponding color key.

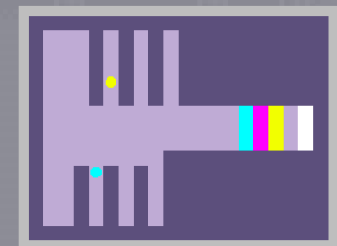


In the lower left hand corner of the game screen, there is an indicator of how much paint you have left.



Mini-Map

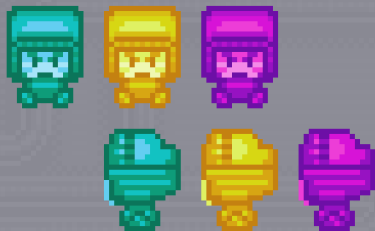
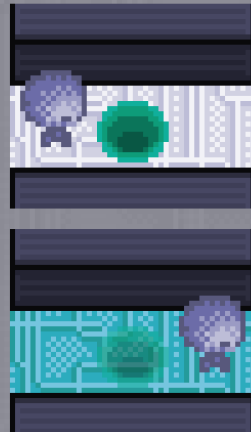
To pull up the mini-map, press TAB



OBSTACLES

Active vs. Inactive Objects

All objects start out active by default. To make an object inactive, you must switch into the object's color. You cannot interact with or be hurt by an inactive object.



Garbage Collectors

Garbage Collectors were sent to chase you down and delete you. When inactive, they do not move or hurt you.

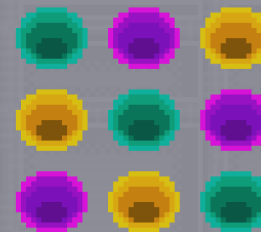
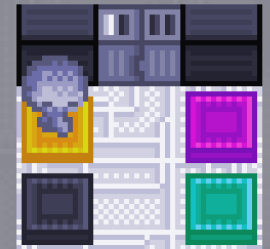
Colored Walls

Colored walls obstruct movement around the map. Both you and enemy Garbage Collectors will die if a wall becomes activated when you are standing in its location.



Pressure Plates

The encrypted doors can be permanently unlocked by simultaneously activating all required pressure plates. Both the player and Garbage Collectors can activate the plates.



Holes

Falling into any hole will kill you. You can permanently fill holes by luring Garbage Collectors into them.

CREDITS

This game was brought to you by The Syndicate:

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