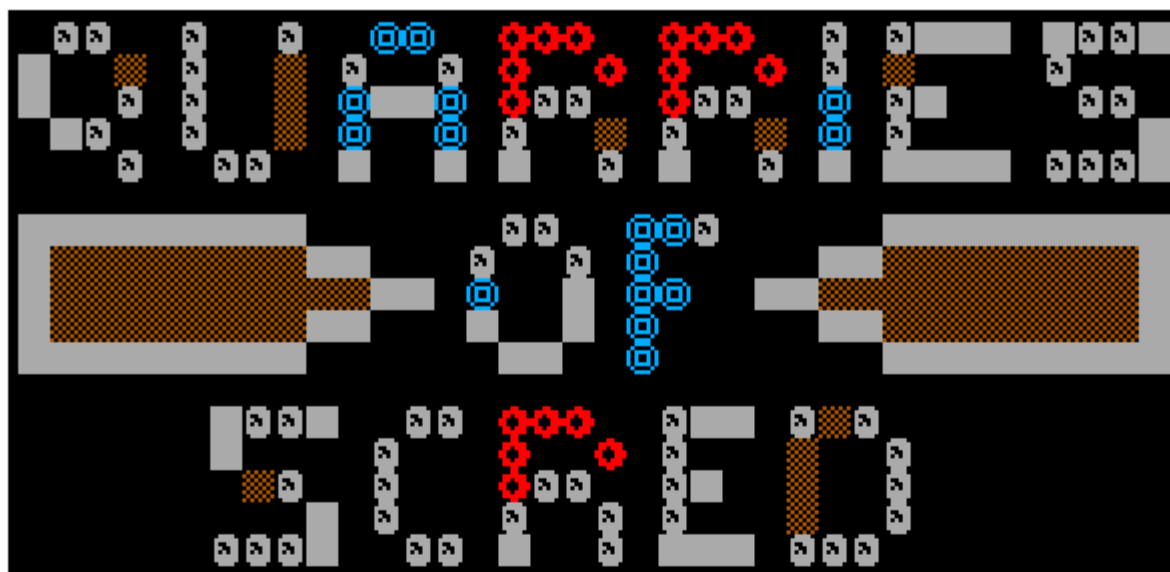




# QUARRIES OF SCRED

**The Playguide**



## BEWARE THE QUARRIES OF SCRED



Meet Bob. He's not an especially nice person, and has done some pretty terrible things in the past. This, is going to have to change.

Bob has been given a very short, short time to pay off his bills. If he doesn't come up with the money? Well, things won't be good for our hero.

So, it's into the Quarries Bob goes. Dangerous Quarries. Deadly Quarries.

Let's face it - without your help, Bob's pretty much toast.

### A note on Physics:

Some surfaces are slippery! An object susceptible to gravity on top of these must be supported on the sides in order to prevent it sliding diagonally downward...

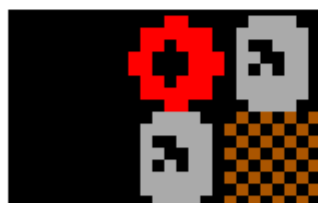


Figure 1



Figure 2

The Ninthronium shown in Figure 1 will slide diagonally downward to the left, as it is not supported in this direction. The Ninthronium in Figure 2 is stable on both sides and will not move.

Finishing the Game: Bob must acquire enough money to purchase a Teleporter ticket AND leave the game via the Teleporter in order to get a full Completion bonus

A word on controls:

Arrow Keys:	Move Bob around the screen	
Tech Key:	Use tech slot item, select items at shop	(Default is L)
Run:	Move swiftly about the Quarry	(Default is K)
Self-Destruct:	Press twice to end game	(Default is -)
Help:	Opens the info screen	(Default is F1)
Ingame Menu:	Opens the ingame menu	(Default is Escape)
Tweet Score:	Opens a browser window with a preformatted tweet for Daily Quarries	(Default is T)

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Quarries of Scred has a number of options. Here's an explanation:

Sound Enabled:	Turns on/off the beeps and boops
Music Volume:	Determines how loud music plays (Set to zero for none)
Graphics Mode:	Allows change of spriteset between those available
Widescreen Mode:	Swaps between 4:3 and 16:9 by padding the screen
Difficulty:	Makes the game a little easier
Timer:	Turns the on-screen timer on/off
Replays:	Turns the post-death replay on/off
Gamepad:	Access the gamepad settings

There's also an ingame menu available by pressing Escape (this will also pause the game), with a limited set of options

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Gamepad Controls:

The Gamepad must be plugged in from the game start, and may require a game restart after being enabled in the OPTIONS menu. Currently, XBox 360 with additional stick is supported

Default buttons are:

Stick/DPad:	Movement
RB:	Emulates Tech Key
LB:	Emulates Run Key
Back:	Emulates Escape Key
Start:	Emulates Self Destruct

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If you encounter any problems (or want to send fan art!), hit up [quarriesofscred@gmail.com](mailto:quarriesofscred@gmail.com)

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I'd like to thank YOU for playing this game and supporting my work. It's pretty wonderful to know people are out there playing my games - and reading this manual.

Thank you,  
Kale