



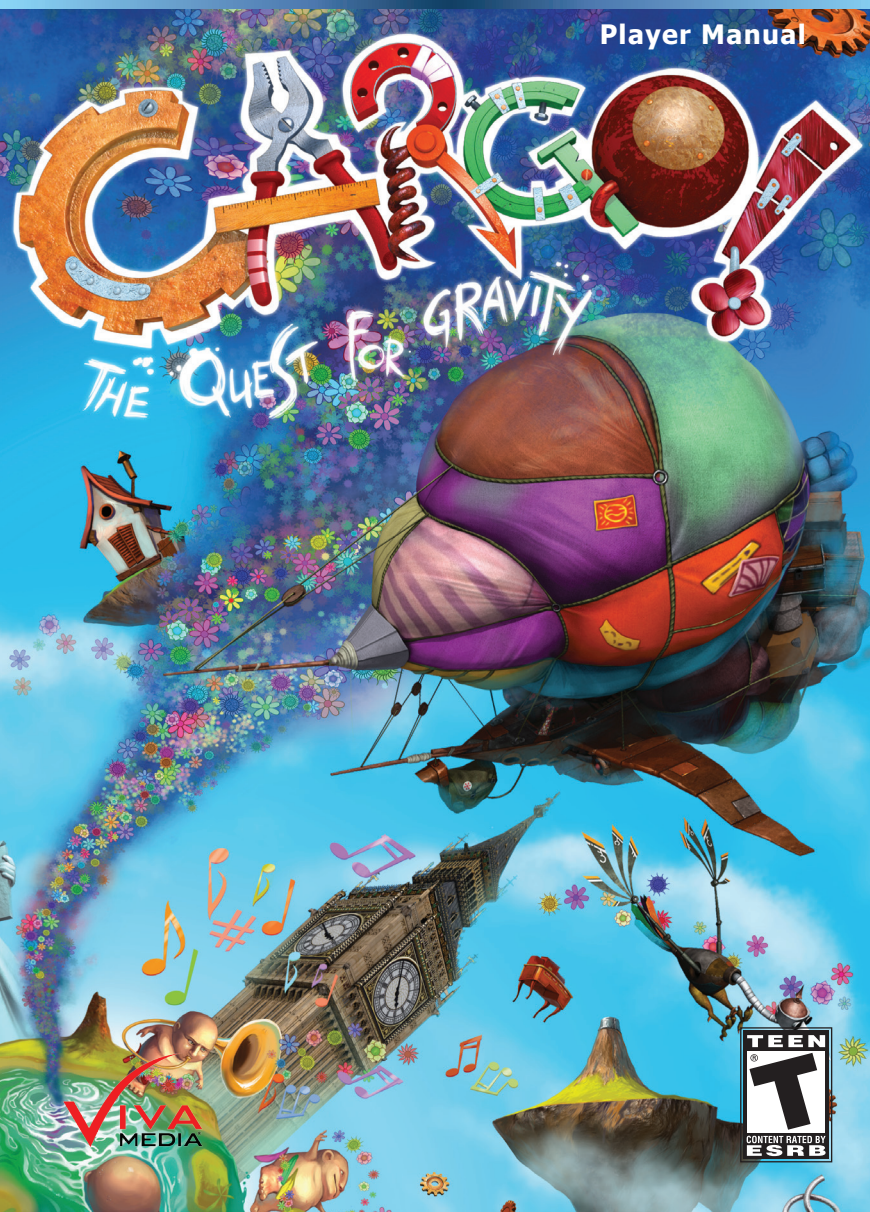
Games
for Windows

PC
DVD

Player Manual

GAR2GO!

THE QUEST FOR GRAVITY



VIVA
MEDIA



Important Health Warning About Playing Video Games

Photosensitive Seizures (Seizures from Light Sensitivity)

In a very small percentage of people, certain visual images (like flashing lights or patterns that may appear in video games) can lead to photosensitive seizures. These can also occur in people without any medical history of signs of epilepsy, etc., but who may have an undiagnosed medical condition that can cause these "photosensitive epileptic seizures" while watching video games. These types of seizures may present with a variety of symptoms, including dizziness, altered vision, twitching of the eye or face, jerking or shaking of the arms and legs, disorientation, confusion or temporary loss of consciousness. Seizures involving loss of consciousness or convulsions can also lead to injury from falling down or striking nearby objects. If you experience any of these symptoms, stop playing the game immediately and consult a physician.

Parents should observe their children and ask them about the above symptoms. Children and teenagers are more likely than adults to experience these types of seizures.

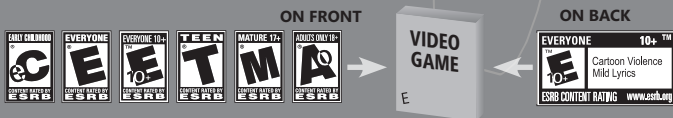
The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room and avoid playing when you are drowsy or fatigued. Consult a physician before playing if you or any of your family members have a history of seizures or epilepsy.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org

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1. System Requirements

Minimum requirements:

OS:	Windows® 7 / Vista / XP
Processor:	Pentium® 4 3GHz or equivalent AMD Athlon® processor
Memory:	1GB XP / 2GB Vista
Hard Disk Space:	At least 4 GB of Space
Video:	Video card must be 128 MB or more, DirectX 9-compatible with support for Pixel Shader 2.0 (ATI Radeon X800 / NVIDIA GeForce 7600/Intel GMA HD Graphics).
Audio:	DirectX 9.0c compatible

Recommended:

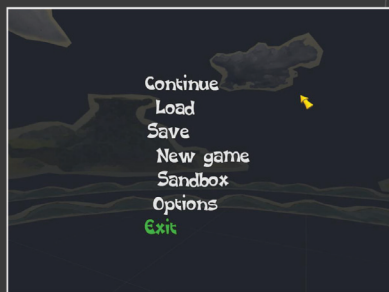
OS:	Windows® 7 / Vista / XP
Processor:	Intel Core 2 Duo 2.0 GHz or equivalent AMD processor
Memory:	1GB XP / 2GB Vista
Hard Disk Space:	At least 4 GB of Space
Video:	Video card must be 256 MB or more, DirectX 9-compatible with support for Pixel Shader 3.0 (ATI Radeon™ HD 5630/ nVidia GeForce GT 240/Intel HD Graphics 2000
Audio:	DirectX 9.0c compatible

2. The story so far

Our planet is falling apart! All the things on Earth are losing weight and flying into the sky. But there's still hope – a great development is starting on the Bros Isle! The locals seem able to produce a precious substance – FUN. It's an organic matter that somehow returns weight. They are paying generously for gears they need with it.

The "Hippo" vessel was just delivering a cargo of unique machinery, when it got accidentally shot down by the excited locals. Captain Borkin courageously baled out. The mechanic Flawkes cowardly stayed on board to look after his beloved gears. But look! - the priceless cargo is sinking and there are no signs of intelligent lifeforms so far...

3. Main Menu



From the main menu you can:

New game — lose some weight and start a brand new game.

Continue — return back into the game.

Load — load a previously saved game and manage saved games.

Save — save current game and manage saved games.

Sandbox — play the game in sandbox mode. In any season too!

Options — display and change the game options. Naturally.

Credits — show the names of the wonderful (and quite modest) people, who made the game.

Exit — returns to Microsoft® Windows®.



3.1. Load game menu

From the load menu you can load a previously saved game and delete savegames. You can also quickload with the F9 key.

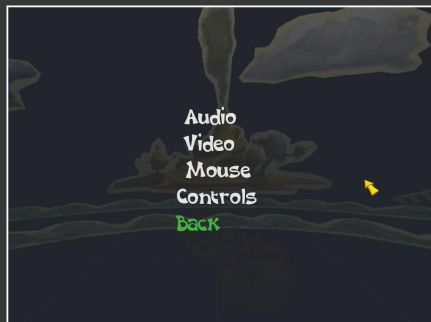
Move the mouse over the desired save, and you'll see a screenshot of what you saw last before saving. Double click the game to load it.



3.2. Save game menu

From the load menu you can save your game and delete savegames. You can also quicksave with the F5 key.

Move the mouse over the desired save, and you'll see a screenshot of what you saw last before saving. Double click the game to overwrite a game, or select <make new save game>.



3.3. Options Menu

In the options menu you can select one of the desired sections:

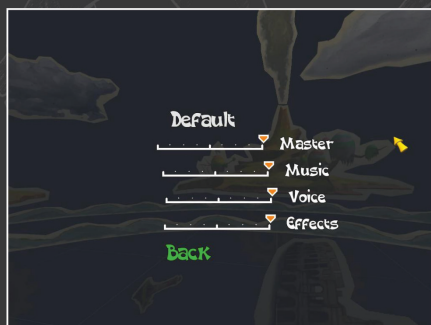
Audio — adjust volumes.

Video — adjust video settings such as bloom, shadows and gamma. More advanced settings such as screen resolution should be changed from the configuration utility available from the start menu.

Mouse — adjust mouse sensitivity, smoothing and inversion.

Controls — redefine keys and adjust control options.

Back — return to the main menu.

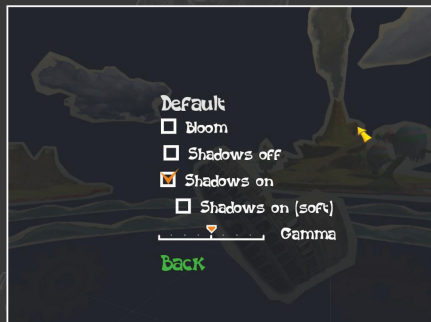


3.3.1. Audio options menu

Here you can change the volume of:

- Master volume — the overall volume.
- Music volume.
- Voice volume.
- Effects volume.

Or reset settings to Default values.



3.3.2. Video options menu

Here you can change the video options:

- Bloom — enable or disable bloom effect.
- Shadows — on, off or soft. Enable soft shadows for quality and disable for a performance boost!
- Gamma — modify the image gamma. Or reset settings to Default values.

More advanced settings such as screen resolution should be changed from the configuration utility available from the start menu.



3.3.3 Mouse options

Here you can change the mouse options:

- Mouse Sensitivity — adjust mouse movement speed.
- Mouse Smoothing — adjust smoothing of the mouse. Try a higher smoothing value for recording videos!
- Invert Mouse — invert the mouse.

Or reset settings to **Default** values.



3.3.4 Control options

Here you can re-define your controls. Or reset settings to **Default** values.

4. Heads up! Display!



Here's Flawkes, a pilot and a trainee engineer! In the upper left corner is her FUN scale that shows how much FUN she currently possesses.

Next to it is the clef storage and note repository. Gather enough notes and they'll be automatically converted into a clef!

To the right is a very important counter – the amount of buddies in the world.

Also, if buddies are in danger special indicators will appear

warning that buddies may sink, or hatch, or worse!

If the earth rises from the bottom, be sure – there's something new floating in the stratosphere. Press "T" to check it out!

5. Pickups and bonuses

Various useful bonuses are scattered on the archipelago, in its most far reaches. These will help you on your journey. You'll, probably, stumble upon one of these:



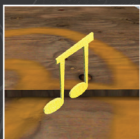
Blueprints — blueprints are used to make vessels in one click. If you're stuck, try to look for a blueprint around – it may be a clue!



Cargo crates — during the crash the buddies scattered your precious cargo all around the archipelago. These crates contain valuable and rare parts and must be returned no matter what!

6. Clefs and dances

Notes and clefs — gather enough notes and get a clef! Clefs are used to set up a tune for the buddies, who love to dance. Dancing is the fastest and easiest way to harvest a lot of F.U.N. from the buds!



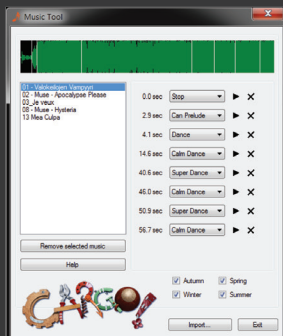
After you found a clef or gathered enough notes for one, you can start a dance by hitting the Enter key. Buddies will head your tune and run from the far reaches of the island to check it out.

7. Adding your own music to the game

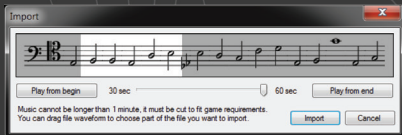
With the help of a special utility you can add your own music to the clef dances! The utility requires Microsoft .NET to run.

To add a favorite song, click "Import..." and choose the file you wish to add. The tool supports MP3, OGG, FLAC and WAV files.

If you've chosen a valid file and all the stars are aligned properly, then the following window should appear. Here you need to choose which part of the song will be used in the game.



The clef songs are limited to a 1 minute maximum length, and a 30 second minimum length. You can choose the length with the slider and preview your selection by pressing "Play from beginning" and "Play from end" buttons. When you're done click "Import".



Click on any part of the track you wish to instructions to. A yellow bar will be added. You can move it around by dragging. Now in the list to the right select the instruction you'd like the buddies to do:

Dance — dance to the music, fine lads!

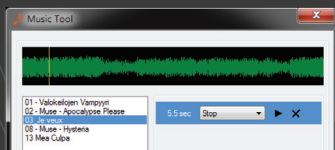
Calm dance — switch to a slow, romantic pace.

Super dance — dance your gut out!

CanPrelude — buddies will tap their feet. If they want too.

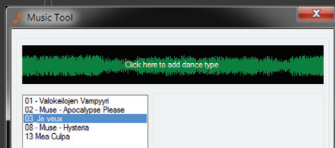
NeedPrelude — prepare to dance, tap your feet!

Stop — just stop.



The track is now imported and requires just a bit of additional setup. As a true director and choreographer you must express your vision of the song to the buddies and tell them how to

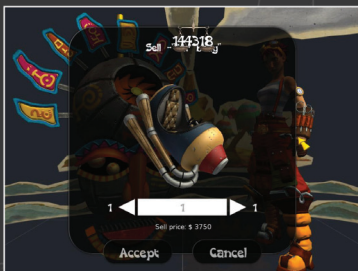
dance. If not, they'll get lost and just hang around the stage staring blankly.



And you're all set to hit Enter in the game and choose your track. Or choose "Use Default Game Music" to play one of the normal tracks.

8. Shop Menu

You can access the shop anytime by pressing "Tab". In the shop you can buy various vehicle parts from the greedy mechanical gods to build insane contraptions!



On the left side is the shop's wide selection of goods. And to the right is your inventory. To view an item description and/or price hover the mouse over the desired part. Click on it, in order to bring out the amount selection screen, choose the proper amount and buy it by clicking Accept!

You can switch directly to the Build mode or Workshop from the shop menu, by clicking one of the buttons in the lower part of the screen.

9. Blueprints menu

If you're feeling lazy and don't want to put on your thinking hat, you can build vessels in a click from the blueprints workshop.

Click on your desired blueprint to see what parts are needed to build it. If you don't have enough parts you'll be offered to automatically buy the missing parts from the shop.

You can find blueprints scattered around the world, hidden in its deepest corners. Can you find them all?



10. Build menu

The build menu is your key workshop in building insane vessels to rock the Earth!



Navigating the build menu

- To rotate the camera hold right mouse button and move the mouse.
- To zoom in or out use the mouse wheel.

Building an apparatus

- When you first enter the menu you'll be prompted to choose a base for your vessel. After that, you're limited by nothing, but your fantasy!
- Move your mouse to the right side of the screen to see available parts.
- Select a part by clicking on it and place it on the vessel. Possible positions for placement are marked by yellow circles for your convenience, courtesy of the Acme Circle Marking Co.
- To remove a part select it on the vehicle, and press Delete.

You can dismantle your vessel to the bone by clicking the dismantle vessel button. You can save and load your vessels for later use. Built something mind blowing? Share it!

11. Stratosphere Serenade

By pressing "T" Flawkes can peak into the stratosphere, only to find that many objects are still orbiting around the Earth. If you have enough FUN you can attract the objects back to Earth – they may come in handy during your ventures. All dropped objects add buddies to the world.

To select an object use the mouse wheel or arrow to scroll left or right. Then click on the object to drop it!



12. Vessel Parts



"Perpetum Mobile"

We joined forces to invent the Perpetum Mobile! But we didn't have enough left for the transmission. Just attach it to the hull, add wheels (lots!). Well, it does not need fuel to run!



"Very Perpetum Mobile"

Even more powerful. Defies the second law of thermodynamics, by turning Chaos into Order. In the current state of events - the most ecologically clean motor available!



"Most Perpetum Mobile"

Defies all the laws of thermodynamics and physics. Its power is so immense that words cannot describe it.



"Aircrew"

The Propeller pulls the vessel into the corresponding direction. Due to its fear of jellyfish, this will not work underwater.



"Helicopter Propeller"

The Helicopter Propeller moves the vessel strictly up and down and buzzes loudly. Due to its religious beliefs, this will not work underwater.



"Ship Deck"

The Ship Deck has been awarded the "Best Value" award three years in a row. Meant to be used in ships, this can be implemented in a flying machine as well.



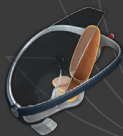
"Batisphere"

Unlike other bases, the Batisphere prevents the aquanaut from sudden suffocating. While it scares the birds, this can be used to build flying machines as well.



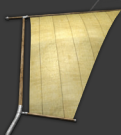
"Car body"

A stylish cab for any car. 8-Track player is included in the basic package. A mute GPS is sold separately.



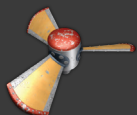
"Cockpit"

The stylish Cockpit is used in the flying vessel. It can also be used in the floating and wheeled vessels. It does everything it can to help its driver choose the optimum route (from its point of view.)



"Sail"

The Sail moves the boat in the direction that the wind blows. Wind directions can be seen from the angle of the sail. The sail can be lowered, so that you don't float in the wrong direction.



"Screw Propeller"

The Screw Propeller moves the boat into the correspondent direction. After experiencing severe agoraphobia attacks, it decided to work only when in water.



"Drowning Propeller"

The Drowning Propeller for underwater machines works only when in water. Brings lightweight stuff directly down, despite of new and old laws of physics. Don't forget the engine!



"Hot Air Balloon"

The hot air balloon can lift objects into the air. It brings up anything that somehow still remains on the ground. It is controlled by turning the burner on, off, or by breaking it.



"Puffed Thing"

It huffs and puffs to keep pace with the times and fly away to hell, but they always bind some weight to it. It's not as strong as a balloon.



"Joints"

These handy Joints (TM) are sued as the skeleton of your vessel. Using the Joint, you can mount any part in any position. Let your imagination go wild when you build with Joints (tm)!



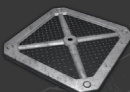
"Wing"

The Wing is the best choice when you want to build your own plane. Use two wings, if you want it to actually fly.



"Sponson"

The Sponson is used for building those cool looking water planes from Talespin. They add bouyancy to anything which longs to sink.



"Platform"

The basic parts shipment has some useless parts in it too. Well, at least these platform still have weight and might turn useful.



"Tyre"

A tyre for riding the buddies without getting tired! A special grasping device, without which the buddies will refuse to ride your vessels. That's your main weapon when it comes to extracting fun!



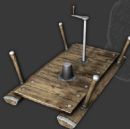
"Tail"

It's not an easy thing to pilot a flying vessel without a Tail (though it's the best way to work out aerobatics).



"Wild wheel"

You can drive like the devil himself on two Wild Wheels, say nothing of four. But first, you must connect each one to a motor!



"Raft"

The main advantage of the Raft is its simplicity. Whatever you do with it, you can only improve it.



"Torn sail"

A good thing to detect someone's greed. Just try to sell it and see who'll hanker after this waste.

"Paddle Wheel"

Hot-tempered and reckless, it's an ideal choice for a boat race! It dreams of being a Ferris wheel one day, but without an engine, it's just lumberyard wood.

"Crate"

The Crate is used for making coffee, maintaining balance of sodium and predicting weather. It also increases the vehicle cargo capacity.



13. Technical Support

Do you need help? Please contact our customer service at www.viva-media/support for the latest updates.

13. Credits



Ice-Pick Lodge
game development

DEVELOPED BY ICE-PICK LODGE:

(in alphabetical order)

Nikolay Dybowski

Alexander Jukov

Il'ya <Goren> Kalinin

Vasiliy <Mushroomer> Kashnikov

Aleksey <The LxR> Luchin

Ilya Makarov

Peter Potapov

Igor <Halfgild Wynac> Pokrowsky

Ayrat Zakirov

Konstantin <Neodim> Zalomov

<Meethos>

ALSO TOOK PART IN DEVELOPMENT:

Maxim <Zulin> Unanov

Nisa Afanas'eva Julia

<Kaelte> Butenko Yuri

Nekrasov

Ekaterina <Winter Shaman> Rakitina

Georgi <Hof> Markov

Anna Russ

"Art-Studio" team

ENGLISH VERSION BY:

Aleksey <The LxR> Luchin

Sam <hydra9> Jeffreys

ENGLISH VOICES:

Shaun Laughton: Borkin, Chronis

Jonathan Failla: Buddies, Pronis

Jeff Burrell: Devil, Uranis

Marianne Graffam: Flawkes

TESTING TEAM: Julia

<Kaelte> Butenko Filippe

<Throdax> Christino

Com[e]r

Jakub Derdziak

Sam <hydra9> Jeffreys

Eugene Shipilov Ruslan

<zawwfish> Shtolle

Michael Turutanov

Zyavra Verglück

A VERY WARM 'THANK YOU' TO:

Natalia Arsenova (for not divorcing)

Sam <hydra9> Jeffreys (for monstrous support
and numerous suggestions)

Maria Moro (for being such a sweet girl)

Zyavra Verglück (for motivating to work)

Mark Barrett (for input on the English version)

Dmitri Leaduhin

Rima <Devil take her> Mayta (for translating)

Viktoriya Khakhalina (for translating) Ekaterina

Maternovskaya (for translating)

CONSULTING & GERMAN LOCALIZATION

Wolfgang Walk

GERMAN VOICES

Sven Brieger: Borkin, Chronis

Wolfgang Walk: Buddies, Pronis

Markus Hoffmann: Devil, Uranis

Marianne Graffam: Flawkes

bitComposer Games GmbH
Worldwide Publishing

MANAGING DIRECTORS
Wolfgang Duhr & Oliver Neupert

HEAD OF DEVELOPMENT
Elmar Grunenberg

HEAD OF PRODUCT MANAGEMENT
Stephan Barnickel

PRODUCT MANAGEMENT
Lukasz Szczepanczyk

PUBLIC RELATIONS
Nadine Knobloch

INTERNATIONAL SALES
Veronika Tomasevic Sanz

North American Credits



Executive Director: Eve Seber

Marketing and Sales: Tony Costa

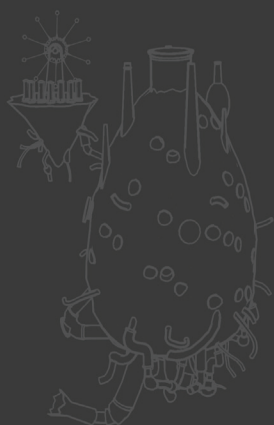
U.S. Package Design: Anne Marie Burkel
Dirk Schultz
Nicole Adam

Viva Media- Core Team

Shukai Ro, Joaquin Liguas,
Beatrice LaBarge, Aron Szekely,
Andrew Edmond & Randy Bresil.

Special thanks to

Max Voelker, Paul Voelker and Bobby Seber.





game development



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