

UNFINISHED

an artist's lament

INSTRUCTION MANUAL

Released by Dust Scratch Games

Story, Art, Programming, Gameplay by Andrew Hlynka

Music by Jake Butineau

STORY

Sketch finds himself unfinished, the artist's pencil continuing to draw in the distance. Wanting to know its purpose in life, Sketch runs towards the pencil, not aware that the artist has problems of his own.

A short story of the art and the artist told in parallel, of acceptance and self-discovery, told in five levels.

GAMEPLAY

"Unfinished - An Artist's Lament" is an adventure game. The goal is to go towards the pencil in each level. If not sure where the pencil is, try going up to get a better view of the world, and keep exploring.

To help you get around the world, you will discover scattered drawings of unfinished abilities. When you stand next to them, you absorb that ability and are able to switch between them at will from that point on.

ABILITIES

Head

- Normal : does nothing in particular
- Helicopter Hat: lets you hover without falling up or down
- Special Glasses: lets you see a path the pencil has taken

Body

- Normal : does nothing in particular
- Boxing Gloves: lets you break through certain walls (with a zig-zag line on it)
- Magnet Body: lets you move the nearest paper block with ease (yes, I know paper is not magnetic, just play the game)

Legs

- Normal: lets you walk normally
- Spring Boots: lets you automatically jump, and keeps the rain puddles away
- Running Shoes: lets you run

Tips:

- use Running Shoes to speed through the level faster.
- use Spring Boots, then Running Shoes in mid-air to jump across far gaps
- use Helicopter Hat from high places to get across level faster.

CONTROLS

Keyboard Only:

- WASD / Arrow keys: to move
- IJKL: to move camera
- UO or QE: to zoom in and out
- Num 1, 2, 3: to bring up abilities menu, 1 for Head, 2 for Body, 3 for Legs. Use WASD / Arrow Keys to make a choice.
- ESC: to bring up pause / exit menu

Mouse and Keyboard:

- same as Keyboard, but mouse can control camera, scroll-wheel can zoom in and out

Gamepad (tested with XBOX 360 controller):

- LEFT JOYSTICK to move
- RIGHT JOYSTICK to control camera
- BUMPERS / TRIGGERS to zoom in and out
- Y, B, A buttons bring up abilities menu.
- BACK button to bring up pause / exit menu

If you have any problems playing this game, please contact support@fromdustscratch.com . Thank you for supporting the release of "Unfinished - An Artist's Lament!"