

MODRETRO **CHROMATIC**

INSTRUCTION BOOKLET

GRAVITORQUE

DX



POLET 

ModRetro has carefully assessed
this product, confirming it meets
our exacting standards for quality
craftsmanship, reliability, and
unadulterated fun.

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MODRETRO
PRODUCT

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PROLOGUE

While exploring the cosmos on her research spaceship, Sahaya finds herself in quite a predicament. The vessel suffers an engine failure and heads straight into an asteroid field. With the imminent impact and no way to alter the course, the astronaut hurries to an escape pod and barely flees the soon to be shipwreck. Through the pod window she sees her spacecraft crashing into a huge asteroid, suffering damage beyond repair.

When the escape pod finally lands, Sahaya steps out and finds herself on an abandoned space station. Hopeless, she looks around and realizes that the crash site is not that far away. The spacewoman remembers that her personal starship was in the hangar before the incident and might still be operational. Equipped with the GRAVITATIONAL TORQUE MODIFIER she is determined to scale all floors, walls and ceilings to get back to the crashed ship and return home on her spacecraft.

CHARACTER



The Silver Crewmate

Occupation: Scientist

Home planet: Earth

Characteristics:

- Exceptional curiosity
- Love of astronautics
- Courage

Equipment:

- 1 x Space suit
- 1 x GTM

CONTROLS



D Pad:

- Navigate menus
- Walk on grounds, Walls, ceilings
- Move camera

A Button:

- Make a selection
- Rotate gravity

Start:

- Pause menu

MAIN MENU

Game progress

Cursor

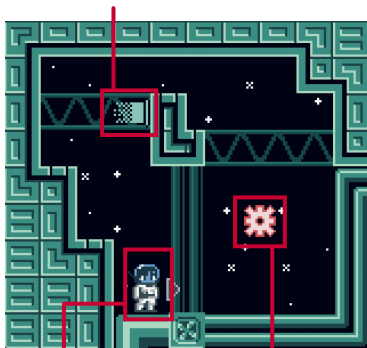


Delete button - select this option and choose the save slot you want to erase. If you change your mind, select the "Delete" option again

GAME GOAL

The goal of Gravitorque is to complete all levels

Teleport - get to it to complete a level



Player

Ship Part - an optional collectible

MAP

Numbers of ship parts collected

Red flag - level completed

Blue flag - Ship Part collected



Select this to move on to the next zone

Level name

Green flag - Star Challenge completed

GRAVITY

Press A Button to rotate gravity 90 degrees. This lets you walk on walls and ceilings.



You can only change gravity when grounded and rotation is always counter-clockwise.



The arrow next to the player always shows where you'll fall once you rotate gravity

MECHANICS

Arrow Blocks

These blocks are only solid when the direction of gravity aligns with the arrows.



Rotators

Once you touch a rotator, the gravity automatically rotates 90 degrees clockwise



Buttons

Step on a red button with a cross to activate it.



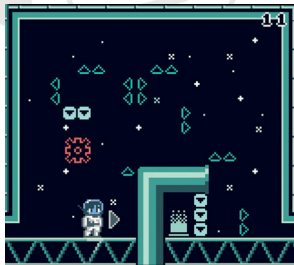
Portals

Portals teleport you to the other side of the screen.



STAR CHALLENGE

Once you've collected a ship part on a level, you can return to it later to attempt the Star Challenge. To get a special green star flag, you have to complete the level in a limited number of rotations, which is shown in the top right corner of your screen. The Star Challenge is completely optional, but you do need it for the 100% mark on your save.



HINTS

- The solution to a puzzle is often just walking off a cliff
- There is no momentum at all, so any kind of run-up is useless
- You can always replay previous levels to collect Ship Parts you've missed
- If you are frustrated with a level, take a break and return to it later



CREDITS

Programming and game design

Nikita Kurylev

Art

Maxim Artemenkov

Music

Ivan Shishkin

Playtesting

ERIC MACK

Jake Behrens

Mr. Blinky

Special thanks to

Chris Beach

NOTES

A faint, light gray illustration of the planet Saturn with its rings, centered on a background of horizontal blue lines. The planet is shown from a slightly angled perspective, with the rings clearly visible. The background consists of approximately 15 horizontal blue lines of uniform thickness and color, spaced evenly apart. The overall image has a clean, minimalist aesthetic.

CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.

WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

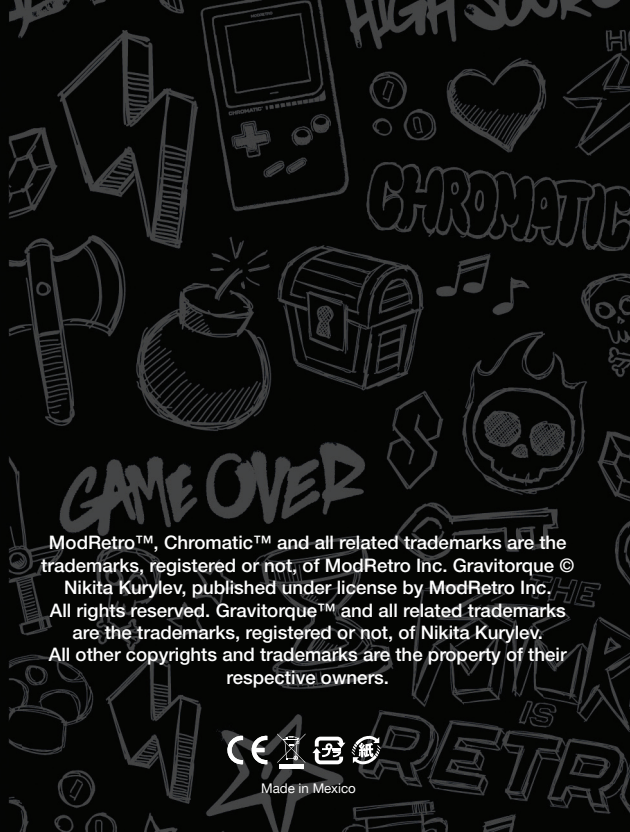
- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.

WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



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