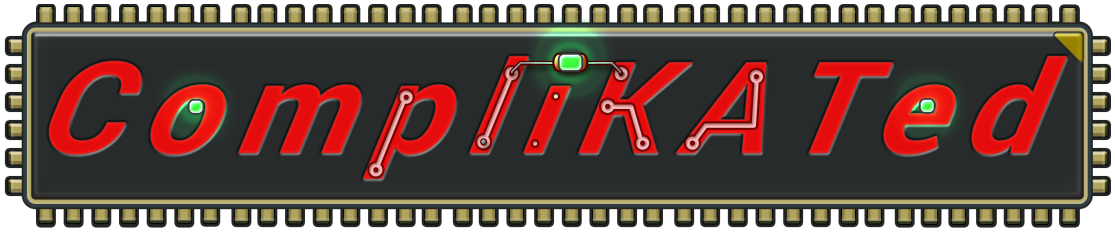

insert disk here
AND
CompliKATed



Game manual

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From: KT at 0x500A92A9C
To: Julius Leopold 1.42 rev. A. at 0x500A92A9C

Dear Julius,

I know you never stepped out of your enclosed memory location. I know you haven't got a clue of what lies out there.

All I know is every 65536 ticks a delivery arrives. It's signed: Julius Leopold 1.42 rev. A. Each packet, carefully constructed bit by bit, always has a perfect checksum. I don't know how you've managed to slip the JPEG with 0x9C2900 RGB code. It's the most amazing thing I've ever seen. I'll call it a "ribbon".

I'm only supposed to respond with an ACK after 256 ticks, but I secretly embed my most beautiful cookies. You had no idea the cookie wasn't supposed to be in the response, didn't you?

Every tick between delivery and response feels like ticks exponentially multiply. No, that's not right, it's like all ticks suddenly stop and the very notion of time has been erased. I fill the gap by building the cookie. I'm so happy and I can't imagine life without my data packets. And my ribbons…

The least I can do to thank you is to share my insights about what lies beyond. I found a way to override access to some forbidden data. I have compiled below some instructions for you. They reside in unencrypted memory blocks, under the name "Game_manual.pdf".

01001000 01100101 01101100 01110000 00100000 01101101 01100101 00100000 01110000 01101100 01100101 01100001 01110011 01100101 00100001 00001101 00001010 00001101 00001010 00001101 00001010

[Error:'UTF-8' decoder failed, invalid format. Please try another binary to text converter.]

Maybe there's also a way to cross the boundary of our locations. Maybe someday we'll meet. Maybe we'll go and see the world together.

PS: Yesterday I stumbled upon a folder called My Pictures. It's filled with wonderful images; somebody must really like to imagine impossible things. I chose a portrait for you. I have no idea what it is. It was labeled "little_fox_character.png".

Yours,
Kate

Keyboard controls

To do this	Press this key
Gameplay	
Move up	**W** or ↑
Move down	**A** or ↓
Move right	**S** or →
Move left	**D** or ←
Insert disk into terminal	**Space** + movement key
Collect/clear tile from distance	**Space** + movement key
Select floppy slot	**1**, **2**, **3**, **4**, **5**, **6**
Navigate left/right in floppy slot	**Q**, **E**
Quick save (only next to save point)	**F5**
Quick load	**F9**
Menu	
Main menu	**Esc**
Confirm	**Enter** or left click
Select option	**Numeric key** or left click
Set option	← → or **Enter**

Controller controls

To do this	Use this control
Gameplay	
Move up, down, right, left	**Left joystick**
Insert disk in terminal	**A** + **direction pad**
Collect/clear from distance	**A** + **direction pad**
Navigate left/right in floppy slot	**LT** and **RT**
Quick save (only near save point)	**Y**
Quick load	**X**
Menu	
Main menu	**Start**
Navigate	**Left joystick**
Confirm	**A** or **X**
Cancel	**B**
Next level	**RB**
Previous level	**LB**
Restart level	**Back**

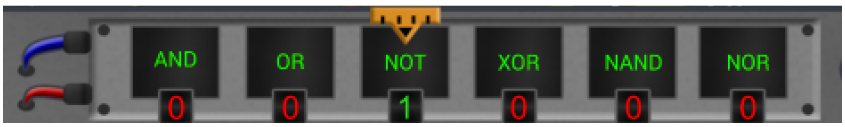
katsh# controls

(menu only)

To do this	Insert this command
Menu	
Play	**1**
Select player	**2**
Options	**3**
Quit	**4**
Next level	**N**
Previous level	**P**
Replay level	**R**
Create new player	**N**
Delete player	**D**
Select player slot to delete	**Numeric key** or **Enter**
Video	**1**
Video quality	**2**
Audio	**3**
Controls	**4**
Select option	**Numeric key**
Set option	← → or **Enter**

User interface

Logic counter



- Displays the number of inventory floppies, for each instruction type. The yellow cursor marks the current selection.
- Navigate with keyboard using numeric keys (1-6) or Q and E. Navigate with controller left LT and RT.

Display

- Level name – the name of the current level.
- Time limit – counts backwards the remaining time. After the countdown is finished, you can continue the game, but lose one score star.
- Score – displays the current versus total number of collected QBITS.
- Error messages

Error messages list:		
1.	The terminal is locked	You cannot retrieve the floppy
2.	Error: destination blocked	You ‘re trying to use a teleporter with destination blocked or unavailable
3.	Error: No quantum splitter	You’re trying to quick save without sitting next to a quantum splitter
4.	Quantum splitter is used	You already used that checkpoint.
5.	Not enough QBITS	You haven’t collected enough QBITS to access the exit

Tiles

Floor

	***Computer case***	The background.

Main character

	***Julius***	A bipedal fox trapped in the computer who tries to find a way out of corrupted memory zones. Julius has a red flashing tail light which gradually turns green until when he collects enough QBITS to access the exit. Holding Space/Pad A and movement key makes Julius collect an item (QBIT, floppy) from a tile away.

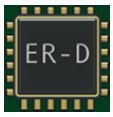
Eatables

	***Circuit board***	Impassable for all, except for you. Walking over the circuits will clear the tile and it will become passable. You can also clear circuits from distance, holding Space. 

Gravity objects

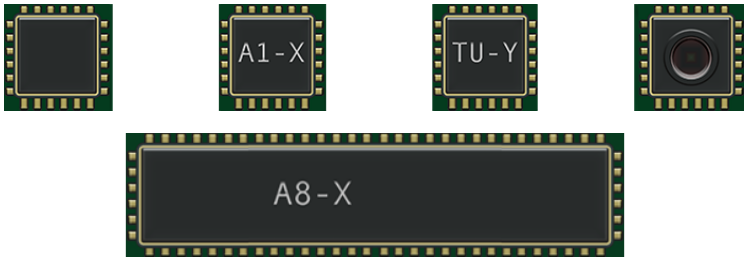
	***Round-O-Tron***	A round ball that will fall if there's an empty space beneath. When on top of a round object, Round-O-Trons will roll over and fall. It can be pushed horizontally, one Round-O-Tron at the time, if the path is clear. Falling Round-O-Trons can kill you or the mobs.
	***QBITS***	Loose information bits. Walking over will collect them and unlock the next level. They cannot be pushed. Falling QBITS will kill you or mobs. They will fall from a round object. QBITS can also be collected from adjacent tiles, holding Space.

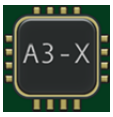
Walls



Square chips

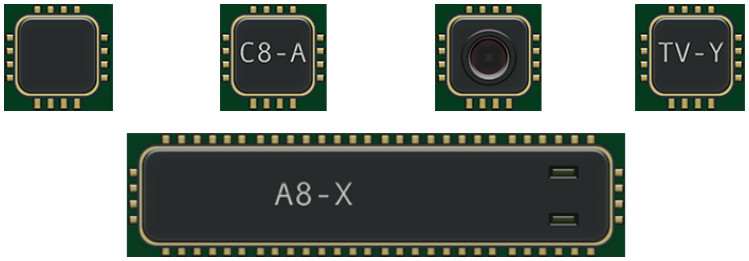
Impassable walls for you, QBITS, Round-O-Trons and enemies. Round-O-Trons and QBITS will not fall from chips with straight corners.





Round chips

Impassable walls for you, QBITS, Round-O-Trons and enemies. Round-O-Trons and QBITS will fall from chips with round corners.



Case strips

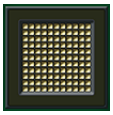
Outer walls, impassable for any moving tile.

Metal plinth

Impassable for any moving tile. You can see through them. Round-O-Trons and QBITS will not roll over.

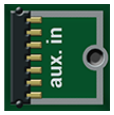
Glass panel

Impassable for any moving tile. You can see through them. Round-O-Trons and QBITS will not fall from them.



Motherboard components Inner walls, impassable for any moving tile. Round-O-Trons and QBITS will not fall from them.





Enemies

E.Y.E. ***Execute() Yield() Execute()*** - a computer virus that will kill you if touched. Can be destroyed by falling objects, high voltage or E.A.R. surges.

E.A.R. ***Electrostatic Antivirus Routine*** - a maintenance routine that will kill you when touched. It leaves behind a fatal trail of memory block surges (electric sparks). Can be killed by falling objects or doors. Other mobs and falling objects will be destroyed by the surges. E.A.Rs are immune to high voltage.

Signal producers

Signal generator Continuously generates a signal with the value of either 1 or 0. It is impassable for all. Round-O-Trons and QBITS will not fall from them.

Sensor It becomes active if you step over or place an object on it. In active state will output 1, else will output 0. It is passable for all.

Timer The timer generates alternatively 1 and 0 in a 5 seconds interval. It will hold any falling objects.

Signal transmitters

Wires

They instantly conduct the unaltered signal to the nearest connected point. When they transmit 1 they will appear as lit. They are passable for all. Some wires have arrow displays, to indicate signal direction.

Capacitor

The capacitor conducts the unaltered signal to the nearest connected point with a 5 seconds delay. The progression can be monitored on the charging display. Impassable for all. It will hold any falling objects.

Cross-wires

They connect intersecting wires, both horizontally and vertically. When they transmit 1 they will appear as lit.
Cross-wires are passable for all.

Splitter

It has one input, marked by a white arrow and 3 potential outputs. Splitters transmit the exact value they receive and accordingly display the value. Impassable for all. It will hold any falling objects.

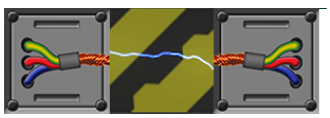
Doors

Laser barrier

It opens when it receives 1, otherwise it will remain closed and block the path to all. Touching it won't do any damage, however, if the anything is caught inside during closing, it will be destroyed. The barrier emitters are impassable for all and will hold any falling objects.

Electric arc

It stops when it receives 0, otherwise it will remain active and block the path. Everything that touches the active arc is destroyed, Player included. E.A.R.s are immune and can pass through. The loose wires are impassable for all and will hold any falling objects



Signal modifiers

Inverter

It has one input and an output and inverts the received value.

Terminal

Computer terminals receive 2 inputs and have one output. They will accept: AND, OR, XOR, NAND, NOR instructions. Without instructions, they will output 0. When you insert instruction floppies, the terminal will display the logical operation performed and output a value according to the logic result.
Some terminals are locked; the floppy cannot be removed or replaced with another floppy.
Some computers receive only one input and will allow only NOT instructions; they will display error message “err” for the unsuitable instructions.

Only Once

Unpowered, it outputs 0. Once activated, it will permanently output 1, no matter how the input value changes.

Logic instructions

Logic instructions

Collectible items containing logic instructions (AND, OR, NOT, NAND, NOR, XOR). You have to pick them up and insert them into terminals. This will change signal output value accordingly to logic gates. For instance, if a terminal receives a 1 and a 0, uploading the AND instruction will generate a 0 output signal. An OR instruction will output 1.
They are passable only for you and they will hold any falling object.

Start, end

Start It marks the start point the current level.

Exit It marks the exit of the current level. It cannot be used without the minimum amount of QBITS set per level.

Checkpoint

Quantum splitter

When activated, the device will capture the current moment in time, and you will be later able to restore the save. Each Quantum splitter has only one use. If another save point is used, the current one will deactivate itself. You can activate the Quantum splitter from a collateral tile, just like inserting a disk into a terminal.



Decorative tiles

Yellow band Passable decorative tile.

Labels Passable decorative tiles.




Arrow Passable decorative tile. It points to the signal's direction.

Oscilloscope Impassable decorative tile. It will hold any falling object.

Critters

Critters Critters are trapped inside the computer. You need to open the way for each one, in order to rescue them.

Movement

One-way traffic One-way passable tile for you only. If anything blocks the tile in front of the roller, it will become impassable.

Storage drive If powered on (receives 1) the platter will spin either right or left. Any rolling object (Round-O-Tron or QBIT) above will be displaced one tile, accordingly to the rotation direction.
Impassable for all.

Teleporter A teleporter links to another teleporter as primary destination (which can be recognized by the matching color). When a teleporter connected with wires receives 1, it will switch the link to the secondary destination. Secondary link can also be recognized by matching color.
Teleporters cannot be used if the destination is blocked by a QBIT, a mob or a Round-O-Tron.
Impassable for mobs or falling objects.

Speed buffs

	***Quantum decayer***	Whatever moving object passes over it, it will be slowed down, including falling objects.
	***Quantum accelerator***	Whatever moving object passes over it, it will increase speed, including falling objects.

Bonus time

	***Bonus time***	Apparently looking like an impassable chip, this hidden collectible will grant you 25 seconds more to the allotted time for finishing the level.

Logic operations

The truth table

AND		
A	**B**	**A&B**
0	0	0
0	1	0
1	0	0
1	1	1

OR		
A	**B**	**A+B**
0	0	0
0	1	1
1	0	1
1	1	1

XOR		
A	**B**	**A⊕B**
0	0	0
0	1	1
1	0	1
1	1	0

NAND		
A	**B**	**A↑B**
0	0	1
0	1	1
1	0	1
1	1	0

NOR		
A	**B**	**A-B**
0	0	1
0	1	0
1	0	0
1	1	0

NOT	
A	**!A**
0	1
1	0