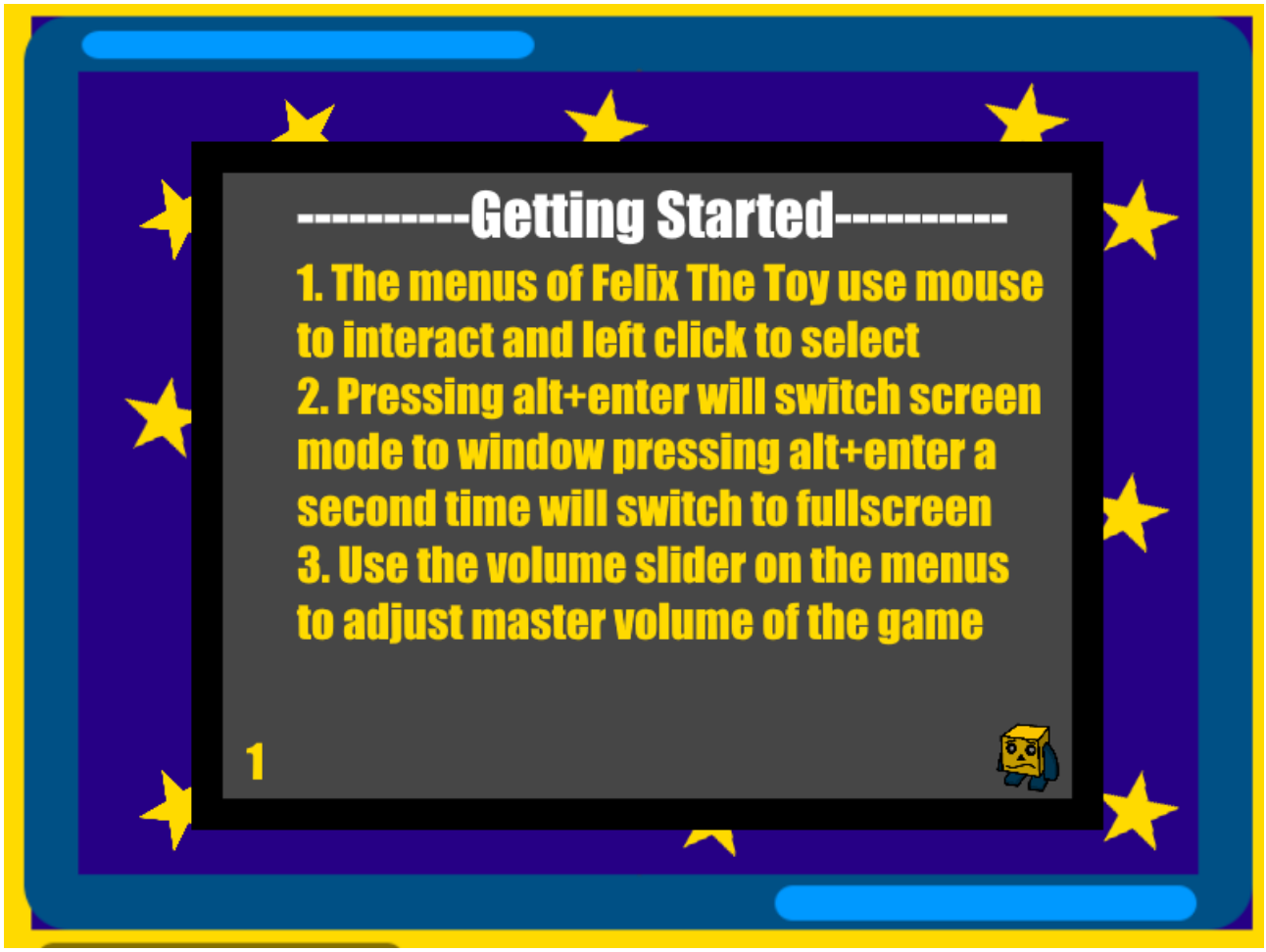
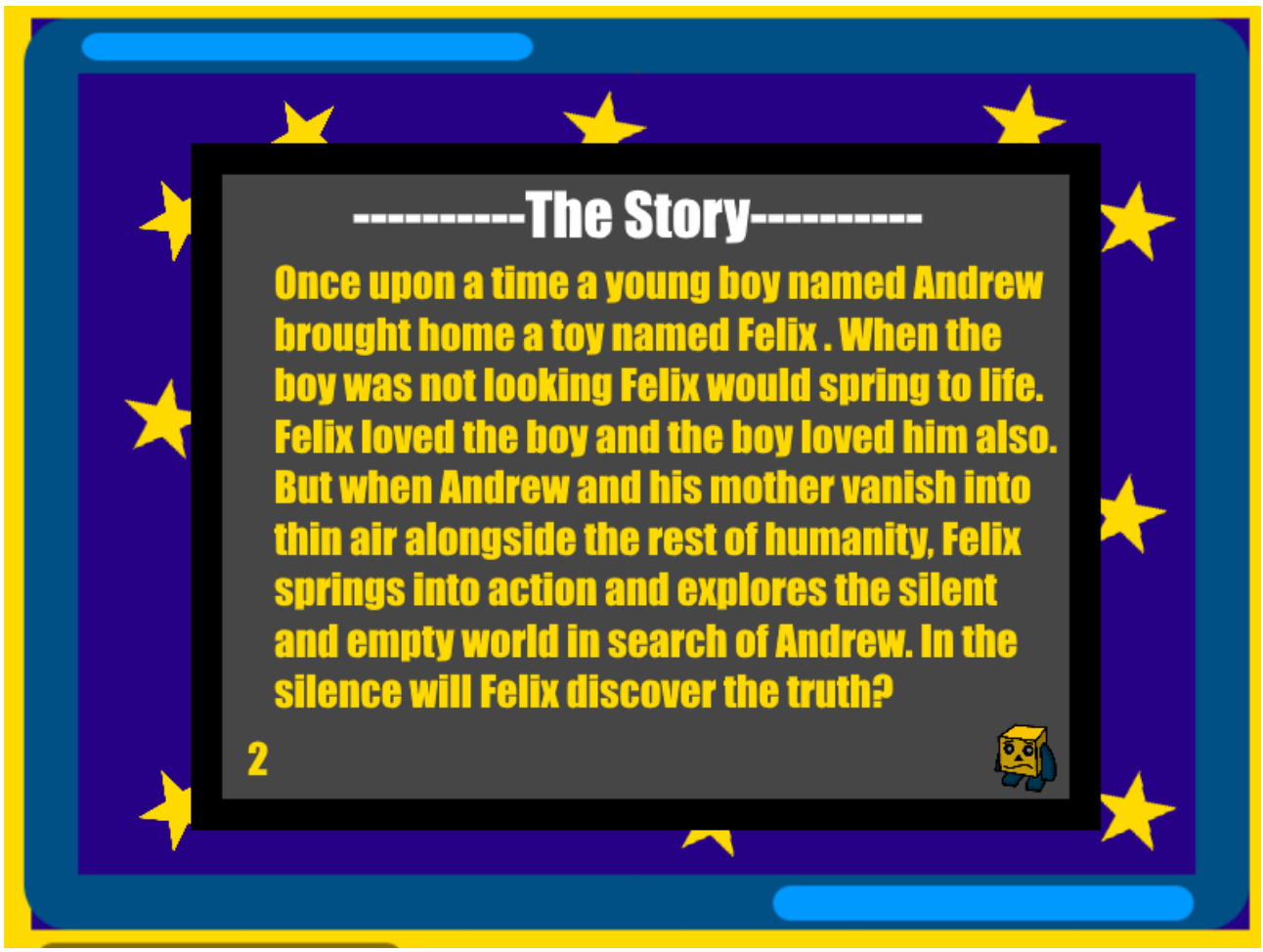
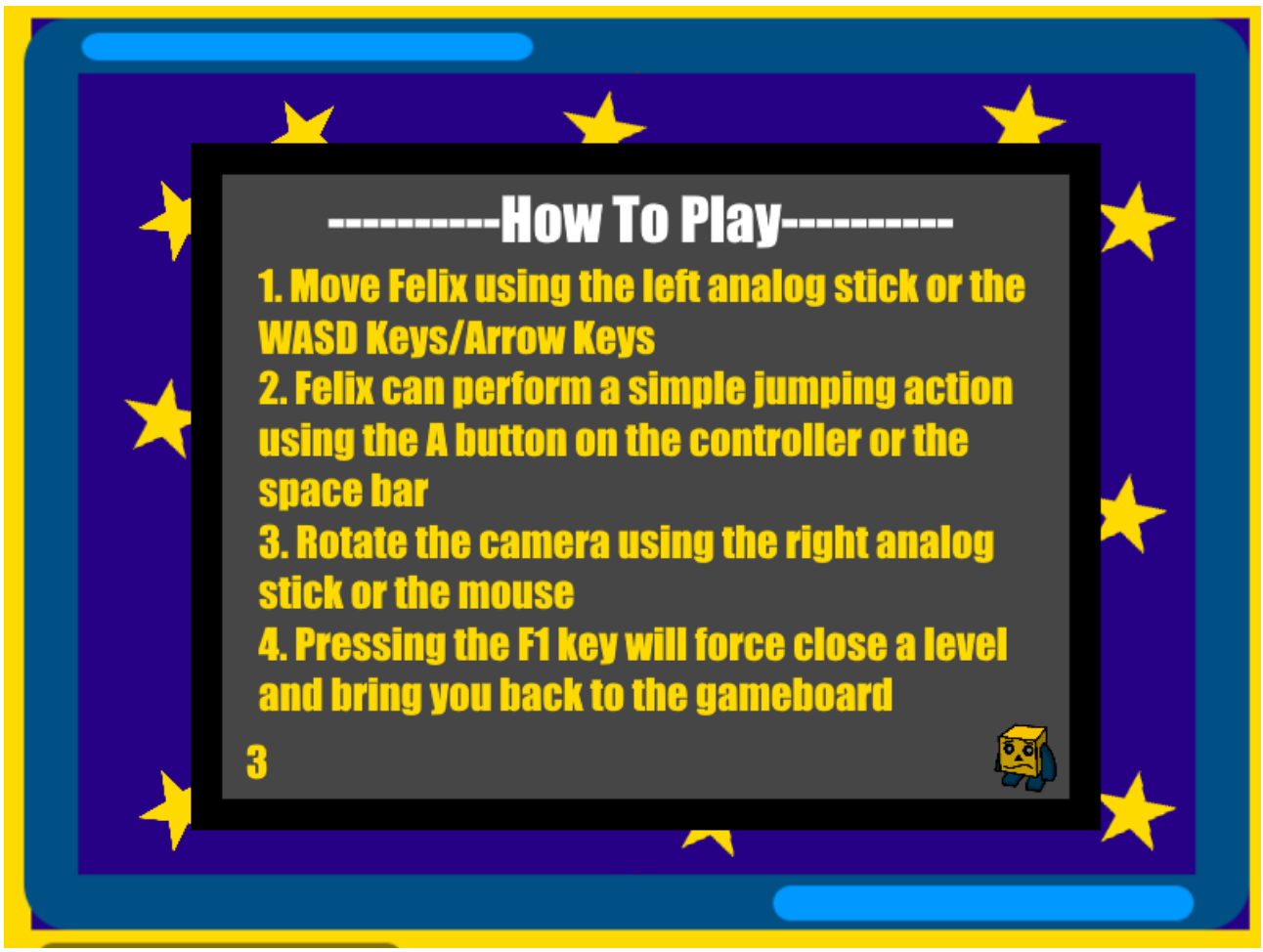


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----------Getting Started----------
1. The menus of Felix The Toy use mouse to interact and left click to select
2. Pressing alt+enter will switch screen mode to window pressing alt+enter a second time will switch to fullscreen
3. Use the volume slider on the menus to adjust master volume of the game
1


----------The Story----------
Once upon a time a young boy named Andrew brought home a toy named Felix . When the boy was not looking Felix would spring to life. Felix loved the boy and the boy loved him also. But when Andrew and his mother vanish into thin air alongside the rest of humanity, Felix springs into action and explores the silent and empty world in search of Andrew. In the silence will Felix discover the truth?
2


----------How To Play----------
1. Move Felix using the left analog stick or the WASD Keys/Arrow Keys
2. Felix can perform a simple jumping action using the A button on the controller or the space bar
3. Rotate the camera using the right analog stick or the mouse
4. Pressing the F1 key will force close a level and bring you back to the gameboard
3

----------Level Zones----------

Zone 1 ----- Andrews Neighborhood



Level 1 - Andrews House
The house lay silent. Felix starts his journey in the house his owner Andrew lived in.



Level 2 - Andrews Backyard
Outside of the house is silence. No birds no noise just silence. A storm rolls in covering the area in darkness.

----------Level Zones----------

Zone 2 ----- The Empy City



Level 3 - Bowling Alley
Neon lights shine bright in the empty city. It draws Felix to it. A deserted bowling alley sits.



Level 4 - School
Lunch trays left uneaten and empty classrooms await Felix in Andrews old school.

----------Level Zones----------

Zone 3 ----- Lost In The City



Level 5 - Ice Cream Parlor
Empty seats and ice cream left on tables. A once thriving business now lays deserted.



Level 6 - Construction Site
A house that was being built now lays in silence like the rest of the planet.

----------Level Zones----------

Zone 4 ----- Leaving The City



Level 7 - City Pool
On the edge of the city is a very large indoor pool. The gentle movement of water is alluring.



Level 8 - Highway Truckstop
Basked in moonlight stands tall a semi trailer. The door to the diner sways open.

----------Level Zones----------

Zone 5 ----- The Highway



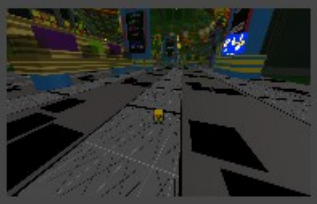
Level 9 - The Supermarket
Empty aisles and deserted shopping carts. This human dwelling stands silent forever.



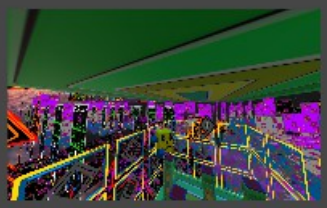
Level 10 - Amusement Park
Game stands and carnival rides rise over the dark grounds. Human activity looms.

----------Level Zones----------

Zone 6 ----- Journeys End



Level 11 - Shopping Mall
A closed shopping center. Felix sneaks in this large building to find answers.



Level 12 - The Alien Vessel
Felixs journey comes to a close as the mystery is finally revealed.


----------Alternative Paths----------
Some parts of this game have multiple paths you can take. With some keen observation you might even figure some of them out.
HINT : Level 8 and 9 both have alternative paths to discover.
10


----------Credits----------
PROGRAMMING -
Origamihero
Greg-Sergeant
Lurony
Andet
Vetasoft
Cor Games
Jadewire
MUSIC -
MONIN
Jahzzar
Scott Buckley
TRWorkshop
qubodup
Robinhood76
juskiddink
Stuart Spence
ErikMMusic
TEXTURE -
BG Studio
Satsuru
Paya
Brandon Hill
Jombo B.
Flaming Text
11
GAME DESIGN -
Brandon Hill