



User Manual

Thank you for your purchase for Baxter's Venture: Directors Cut. This is a very basic manual of the games functions as well as other important information.

When your game is finished installing you can either start the game via Steam, or double click the shortcut icon to begin. At the Title Screen, you can use the mouse or keyboard to "PLAY" or go to the "CONTROLS" screen.

Controls are as follows:

Keys Left and Right - move Baxter

Up Key - Jump (Hold down while in mid air to glide)

*Double Jump - Tap Up key while in mid air

Whiplash - Spacebar

*IronTail - Spacebar (A stronger whiplash, capable for breaking crates and stone!)

*Swimming - Repeatedly tap the up key while under water

*Stonebreath - Tap "Z" to turn most enemies into stone, and or create solid blocks when it collides with an enemy or object.

Enter - Used to enter doors, can also just click on them to enter with the mouse

Exit - Can Backspace or Escape, you can also click the curved arrow on the top left (or right in some places) corner of the screen.

*Unlockable power-ups

Objectives:

You play as Baxter, and your main goal is to find his lucky sack in the depths of Reginald's Mansion. You'll need to unlock five different acts to get to it.

Each level consists of a very simple goal, and that's to touch the glowing door to complete the level. However, as the game progresses you will be challenged by obstacles or puzzles to be able to finish each level. Use your skills to your advantage!

If the game gets harder, rest assured that Baxter has unlimited lives! The game ends when you say it ends. Just don't forget to save your progress!

Remember, this game does not have a built in Autosave function, this will have to be done manually any time during play session. Just click on the "SAVE" button in any of the HUB areas.

Game Saves

Baxter's Venture: Director's Cut is made in the Construct 2 HTML5 game engine. It uses a feature called Webstorage, which stores data offline.

Quoting the Construct 2 manual for Webstorage:

"The WebStorage object can store data locally on the user's computer between sessions. For example, it can be used to store the last save checkpoint, and restore the player's progress if they come back the next day."

"Note that despite the name the WebStorage object does not use online storage. Since data is stored locally to the user's computer, it will work when offline, as well as for storing data in offline exporters such as NW.js or mobile wrappers like CocoonJS."

"WebStorage does not store in the browser cache. If the user opts to empty the browser cache, WebStorage data remains intact. However if the user opts to clear all their cookies or offline website data, WebStorage will be cleared. This is intentional by the browser makers so users have a way to free up disk space and prevent websites storing information about them. This usually has other side-effects like logging the user out of every website they were previously logged in to. On platforms that are not a web browser with an address bar (like Windows 8 apps, Cordova or NW.js) the storage is permanent and there is no option for the user to clear it."