

Instruction Manual

WARNING

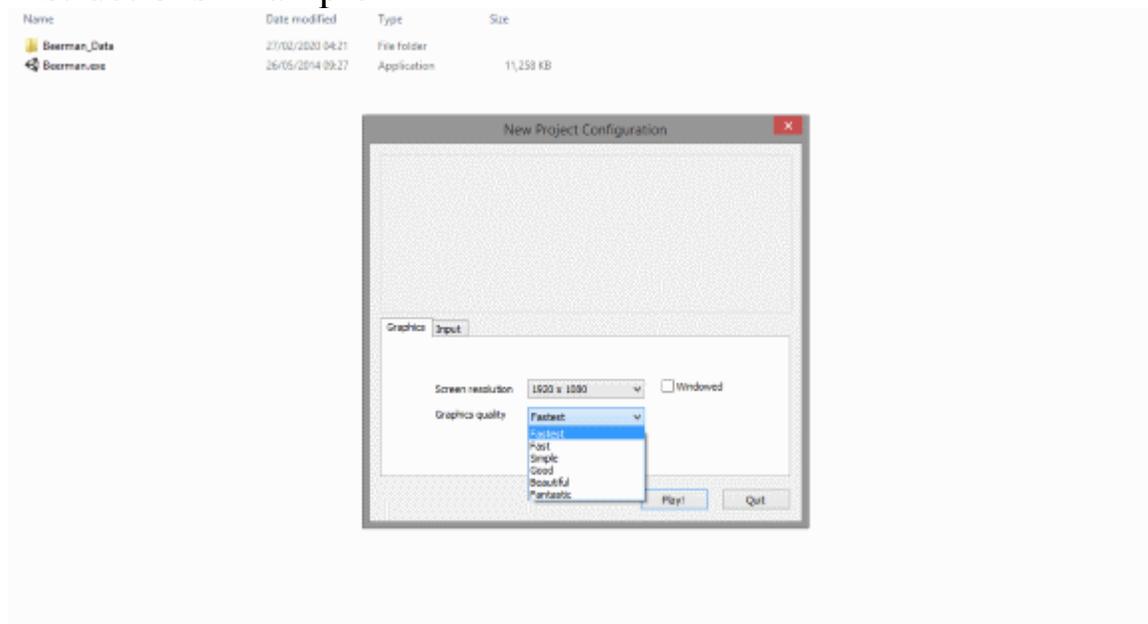
Some devices may not have enough processing power to adequately handle the speed of Beerman's sprites and in these cases setting the

GRAPHICS QUALITY setting on the

NEW PROJECT CONFIGURATION box is necessary

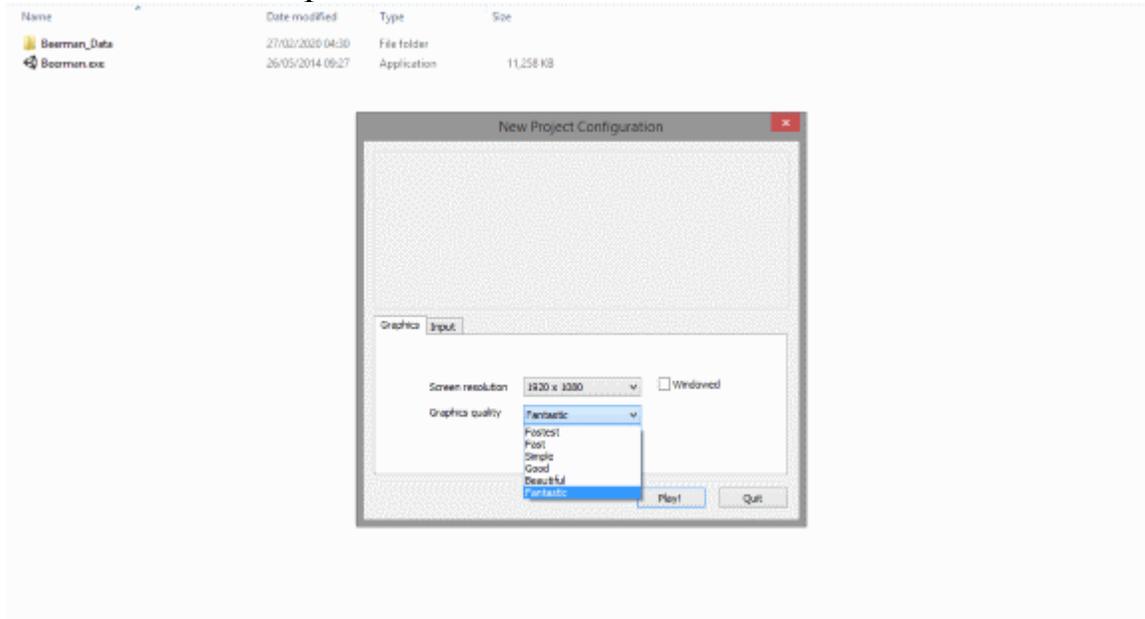
Below in Instructions Example 1 is a screen shot of graphics quality setting set to be FASTEST which mean LOW and this can cause the beerman sprite to not be able to fire beercans and keys to not function correctly

Instructions Example 1



If this happens your device cannot handle the game at this graphics quality setting and you have to increase the setting as shown in Instructions Example 2 where the graphics quality is set to FANTASTIC which means HIGH

Instructions Example 2



GRAPHICS QUALITY setting set to FANTASTIC which means HIGH
To ensure keys function correctly and beercans fire

Different devices have different speeds

Please adjust this setting to allow your device to operate the game correctly

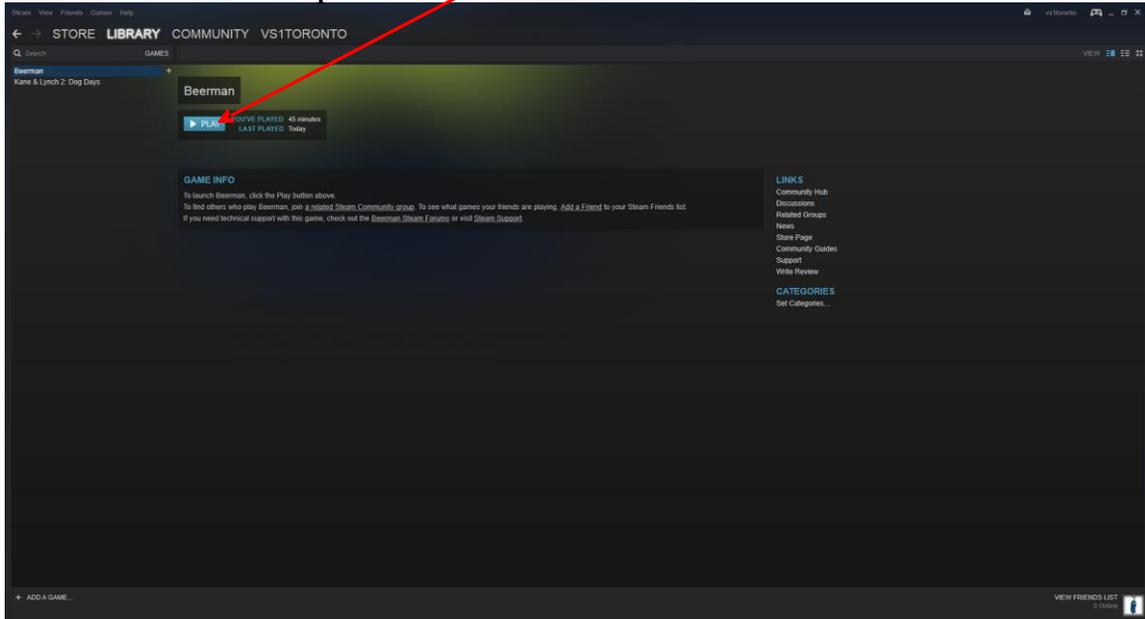
Beerman was made and tested on GRAPHICS QUALITY setting

FANTASTIC

Other devices may need a different setting

Once the game has been downloaded all the user needs to do is complete is press **Play in the Steam Launcher**.

Instructions Example 3



Once Play has been pushed on the Steam Launcher a menu will appear allowing the changing of key settings in the “**Input Tab**”.

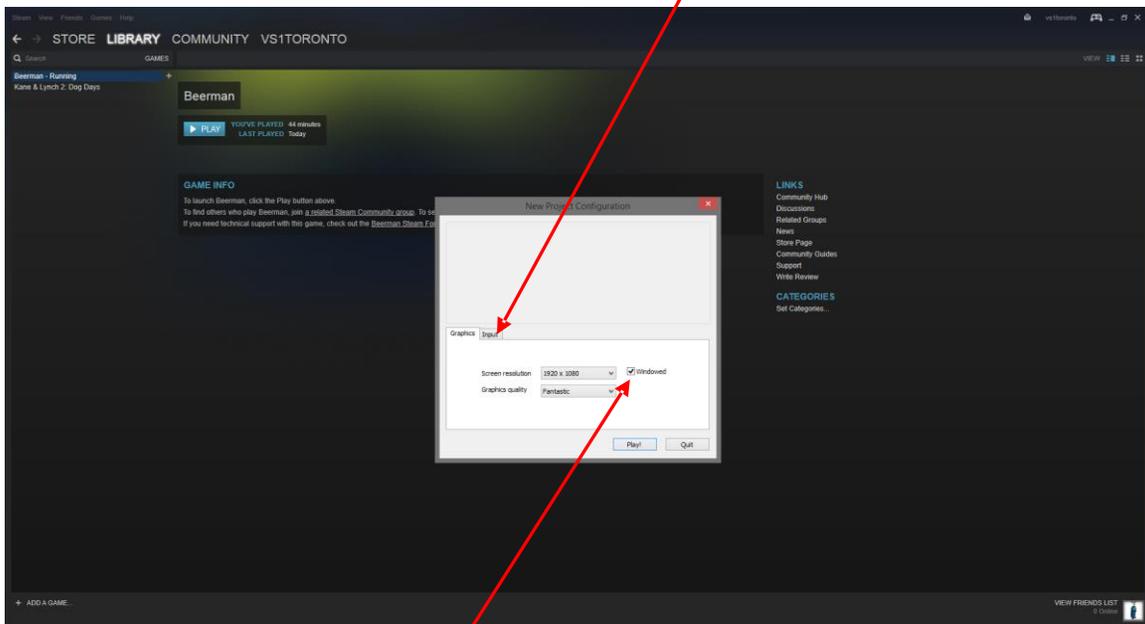
There are also drop down menus for “**Screen resolution**” and “**Graphics quality**” allowing you to choose which is best for your machine. If the machine can operate at the highest specification it is recommended to choose :

Screen resolution = 1920 * 1080

Graphics quality = FANTASTIC

Higher settings than good can cause beer cans not to fire properly on low speck machi

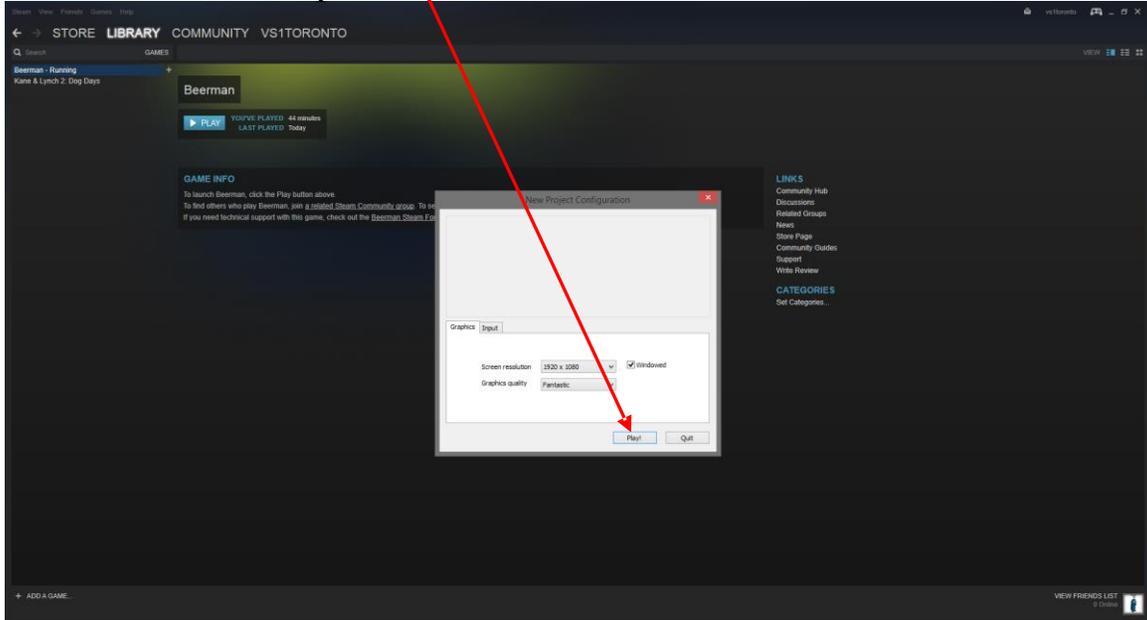
Instructions Example 4



The only concern is to leave the box in the launch window that says "windowed" unticked as the game can be stopped at any time simply by pressing the escape key if your machine has a low speed setting.

Left Clicking on play launches the game and shows the fourth attached image (Instructions Example 6)

Instructions Example 5

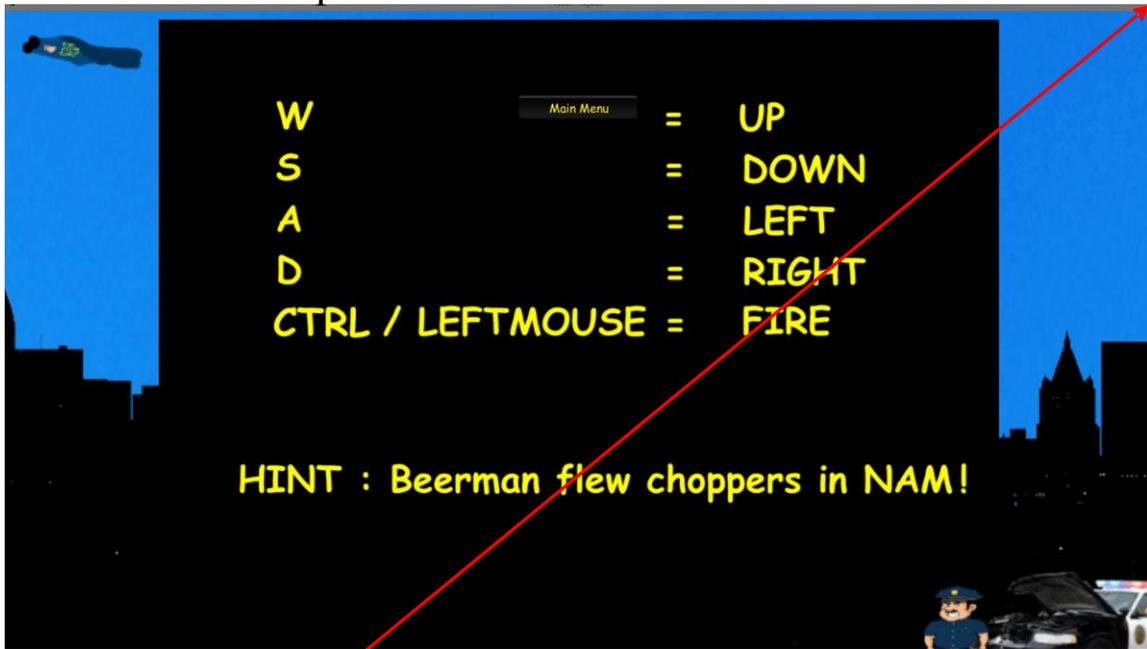


Instructions Example 6



You can alter the controls should you wish in the options screen using the **“Input Tab”** (Shown in the Instructions Example 4 attached image) however there are instructions of the presets in the game shown by clicking the "Instructions" options bar in the Beerman Game Menu which will display these as is shown in the last attached image (Instructions Example 6).

Instructions Example 7



Should the user at any time wish to end the game and close the application on any screen it is simply a simple matter of clicking the red close box in the top right or press escape and then exit from the main menu bar option or simply pressing the ESCAPE key.

Levels Unlocked Button

Each time a level is completed the next level will be unlocked and can be accessed in the “Levels Unlocked” Menu shown below in Instructions Example 8.

Instructions Example 8



Caution

Pressing the “**Lock Levels**” button will lock all levels and any levels previously unlocked **will be re-locked** meaning the player will have to unlock them again by completing the levels.

Scenes Unlocked Button

Each time a level is completed the next level scene will be unlocked and can be accessed in the “Scenes Unlocked” Menu should the player wish to see the accompanying level scene again shown below in Instructions Example 9.

Instructions Example 9



Caution

Pressing the “**Lock Scenes**” button will lock all scenes and any scenes previously unlocked **will be re-locked** meaning the player will have to unlock them again by completing the levels.

