

Rubicon Zone Warning - Manual

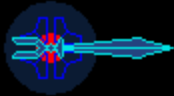
Thank you for playing *Rubicon Zone Warning*.

Overview:

Your task is to disarm metaphysical bombs meant to destroy entire parallel dimensions. To do so, you will be using astral hacking, a method of hacking time and space. You will be controlling a vessel, a manifestation of your consciousness, inside each bomb.

There are many hazards within each bomb, but some components can be used to your advantage. Your main opposition is the bomb's timer. It ticks toward zero and can't be reversed. Once the timer reaches zero, the bomb detonates, and that dimension is lost. You are also trapped within the bomb's confines until it is disarmed, and the surrounding walls will slowly move inward, giving you less room to maneuver. The vessel can be crushed between the moving walls and components, so pilot carefully.

The Vessel:



The vessel is a bit like a spaceship of the mind. It is equipped with a gun for detecting the current active disarm point and revealing various hazards. Firing the gun will issue a ping. You can have up to three pings ready to fire at any time, and they will slowly recharge. A ping will be visible only for a moment but will slightly curve toward the current active disarm point. Firing pings at different locations and directions will allow you to pinpoint which disarm point is currently active. Destroying an active disarm point activates another random disarm point. Destroying all disarm points will disarm the bomb. Destroying an inactive disarm point will instantly detonate the bomb.

The vessel is also equipped with a sword. It can destroy disarm points and certain other bomb components. The sword is always active and can be just as harmful as it is helpful if not wielded properly. The sword normally drags behind the vessel but can be used to stab when placed in front, and its orientation can be locked and unlocked at any time. Touching the sword for a moment to disarm points and other destructible objects will destroy them, but the sword can also instantly trigger some hazards on contact. The sword and gun are attached in such a way that the gun will always be facing the direction opposite of the sword.

Controls (Keyboard and Gamepad):

Arrows / D-pad: Move vessel / Change selection (in menu)

Z / Button 1: Fire ping / Cancel (in menu)

X / Button 2: Lock sword direction (Button must be held) / Confirm (in menu)

Esc: Skip certain introductory sequences
 P: Pause (in game only)
 R: Quickly restart current dimension (in game only)
 L: Quickly reload different dimension (in game only)
 Alt+F4: Quit game
 Ctrl+S: Toggle sounds/music
 F11: Windowed mode
 F12: Full-screen mode

Bomb Components:



Bomb Core*: This is the indestructible heart of the bomb. It has no direct effect on the vessel other than getting in the way.



Disarm Point* (Red, Yellow, Green, Blue, and Purple): Each bomb contains at least one disarm point. The color of each disarm point has no effect, and there can be multiple disarm points of the same color. (See “The Vessel” section for more information on disarm points.)

Area-of-Effect Traps: An area-of-effect trap is normally triggered when the vessel spends too much time on an area of effect. A brief moment spent on an area of effect can be ok. Areas of effect are normally invisible. The entirety of area of effect for a specific trap type can be temporarily revealed by touching it with the vessel or a ping. Areas of effect can be any size or shape and differ with each bomb. An area of effect can even have multiple parts that aren’t connected.



Confusion Trap (■ Area of Effect): Triggering the confusion trap will cause the vessel’s controls to be reversed for a short time. Up will be down, left will be right, etc. The confusion trap’s area of effect is made up of transparent yellow squares.



Ping Trap (■ Area of Effect): A ping that touches the ping trap’s area of effect will be sucked into the nearest ping trap, making it difficult to pinpoint the current active disarm point. The ping trap’s area of effect is made up of transparent red squares.



Gas Trap (■ Area of Effect): Triggering the gas trap will cause sight-obscuring “gas” to temporarily emit from the trap. The gas trap is partially invisible, but is notable by its gray outline. The gas trap’s area of effect is made up of transparent gray squares.



Seizure Trap (■ Area of Effect): Triggering the seizure trap will cause the vessel to be teleported onto the nearest seizure trap and held for a short time. Trying to move the vessel around will decrease the time trapped in that state. If a moving wall is covering a seizure trap, the seizure trap will be deactivated as long as it is covered. The seizure trap's area of effect is made up of transparent green squares.

Stealth Traps: A stealth trap is invisible unless it has been triggered recently or a ping is currently active.



Detonation Trap* (Stealth): Touching this trap with the vessel or its sword will instantly detonate the bomb.



Activation Trap* (Stealth): Touching this trap with the vessel or its sword will trigger a trap's area of effect. The activation trap must be on an area of effect to trigger it. It works with all area-of-effect traps except the ping trap.



Wall/Timer Forward Trap* (Stealth): Touching this trap with the vessel or its sword will subtract 20 seconds from the bomb's timer and shift the moving walls inward.



Laser Trap* (Horizontal and Vertical Guns): A laser trap does not need to be triggered, is always on, and fires lasers intermittently. When the vessel touches a laser it is unable to move until the laser stops firing. A laser trap can be oriented to fire either horizontally or vertically. A beam will continue to the edge of a bomb unless it hits an obstacle.



Wall-Reverse Exploit*: Using the sword to destroy one of these components will reverse the inward-moving walls for just a moment, giving you more room to move. However, it will not reverse the bomb's timer.



Slow Pad: When the vessel moves over a slow pad, it moves slower until it leaves the slow pad.



Thrust Pad: When the vessel moves over a thrust pad, it is unable to stop moving unless something stops it or it leaves the thrust pad.



Lock Pad: When the vessel moves over a lock pad, that lock pad will become a permanent obstacle once the vessel leaves it.



Conveyor Pad (Leftward, Rightward, Upward, and Downward): When the vessel is on a conveyor pad, it will slowly move in the direction of the conveyor pad's movement. The vessel is powerful enough to go against a conveyor pad but will do so at slightly reduced speed.



Teleporter (Blue and White): When the vessel moves onto either a blue or white teleporter, it

will immediately teleport to the teleporter of the other color nearest to the vessel. If a moving wall is covering a teleporter, the teleporter will be deactivated as long as it is covered.



Die Enemy and Fence: The die enemy bounces predictably around the interior of the bomb, although it can pass through moving walls. Touching the die enemy with the vessel, its sword, or even a ping will re-randomize which disarm point is currently active. The die enemy may sometimes have a fence that keeps it in a specific area. The vessel can move over the die enemy fence, but the die enemy can't. The die enemy can only be destroyed by overlapping a lock pad or switchable block as either one becomes an obstacle.

 **Indestructible Block*:** This block is nothing but an indestructible obstacle to the vessel.

 **Destructible Block*:** The sword can destroy this block.



Switchable Block and Switch* (Red, Yellow, and Blue): A switchable block can be up or down. While up, a switchable block is an obstacle to the vessel. When the sword touches a switch that matches the color of a block, the state of that block toggles. If a block has been switched from down to up but is covered by the vessel, then the block will not actually switch to up until the vessel leaves the block.



Signal Lines: Signal lines can be arranged in many ways and add strange beauty to a bomb.

* This component is an obstacle and can't be traversed by the vessel.

Credits:

Code, Graphics, Sound-Effect Mixing, Story, and Documentation: [Adam "TideGear" Milecki](#)

Music: [Jesse "Main Finger" Gregory](#)

Coded with Clickteam's Multimedia Fusion 2 with extensions by:

3EE

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Cragmyre

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Gareth Ben Martin

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Sound-Effect Sources (via Freesound.org):

833-45
BMacZero
Corsica_S
da_maestro
djgriffin
edwin_p_manchester
ERH
FreqMan
Halleck
hammerklavier
hanstimm
hello_flowers
holger.schwetter
jnr hacksaw
Jovica
mapleleaf
medialint
megamart
pugger
Robinhood76
room
ryansnook
schluppipuppie
severaltimes
Slanesh
smcameron
Streety
suonho
Syna-Max
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Joe Larson

Special Thanks:

Jesus Christ
My family
My wife, Jessica Milecki
Alexander Truong
Countless game creators who have inspired me

In Conclusion:

Should you have any questions, comments, or suggestions, please feel free to contact me (Adam) at TideGear@gmail.com. If anything seems wrong or overlooked while you are playing *Rubicon Zone Warning* or reading any of the included documents, please let me know.

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