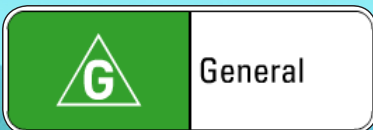


PC GAME MANUAL











Storm






GAME CONTROLS: KEYBOARD AND MOUSE

To control each element, press the corresponding mouse button and then move the mouse to control either the direction (for Wind) or target (for Rain, Snow and Lightning).

	= Pause Menu		= Wind & Tornado
	= Hint Menu (when hint icon appears)		= Rain & Snow
	= Hints Log		= Lightning
			
	= Move the Tornado		
LEFT 	= Reset the Seed (in previous tree)		
RIGHT 	= Expel the Seed from Tornado		

GAME CONTROLS: MICROSOFT XBOX 360 CONTROLLER FOR WINDOWS

To control each element, press the corresponding button and then move the LEFT THUMBSTICK to control either the direction (for Wind) or target (for Rain, Snow and Lightning).



Labels for the Microsoft Xbox 360 controller:

- MOVE TORNADO LEFT
- FAST FORWARD
- DIRECTION & TORNADO
- MAIN MENU
- PAUSE MENU
- RAIN
- MOVE TORNADO RIGHT
- EXPUL SEED (only with Tornado)
- LIGHTNING
- RESET SEED
- WIND & TORNADO
- CHANGE VIEW



GAME SUMMARY

Prepare for a tranquil journey through the seasons with **Storm**, an ambient, ethereal experience where you use natural phenomena to guide a simple seed to fertile soil so it can take root and spring to life. Relax as you manipulate and combine the subtleties and strengths of nature to create the perfect path for you to float, blow and bounce your single seed to fertile home.

GAME MODES

ADVENTURE MODE

Solve environmental puzzles across the four seasons so the seed can make its way to fertile ground and grow into a tree.

FREE MODE

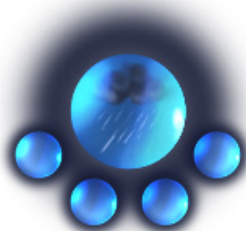
After completing Adventure Mode you can use Free Mode to return to individual levels to achieve better times or complete skipped levels.

SPIRIT MODE

Guide the seed to gather all the Spirits in a specific amount of time.

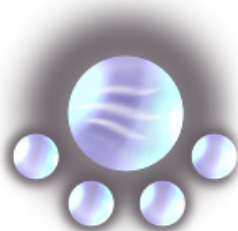
ELEMENT SYMBOLS

WATER



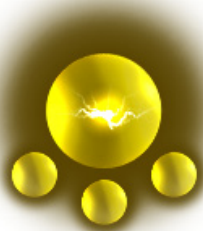
Floats objects, creates snow and extinguishes fire.

WIND



Moves objects and creates tornadoes.

LIGHTNING



Breaks and moves objects, makes seeds jump and ignites Summer grass.

CHARGES

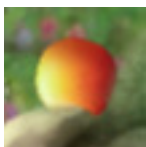


Each Charge (small circle) contains one full burst of the element.

More than one Charge can be used at a time
Empty Charges refill over time.

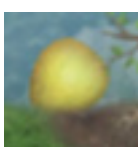
SEED TYPES

HEAVY



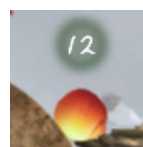
Moves slowly and sinks in water.

LIGHT



Easy to move and floats on water.

EPHEMERAL



Has a 20-second lifespan.

FRAGILE



Breaks easily so handle with care