

Just Another Day at the Office

The Manual

<http://workingclassgames.com/>
info@workingclassgames.com

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Manual version 1.1

Game version 1.1

Story

One day you're sitting in your office and it suddenly hits you.

This is how I'm going to spend the rest of my life.

There's not gonna be some magical moment, years from now, where I suddenly have the time to do all the things I want.

I won't lie on my deathbed and think 'Great choice I made, giving my life for this company I hate.'

And just like that, you snap.

It's not gonna end like that.

Doesn't Fred from accounting keep a few bottles stashed away? And Gina from resource management always mentions the 'secret stuff' from her rebellious phase she keeps in her desk, that could be useful...

You have no idea what this day is going to bring you.

But one thing's for sure: it will not be another boring day at the office.

Introduction

Welcome to *Just Another Day at the Office*, the first game released by independent game developers [Working Class Games](#).

Just Another Day is an action adventure where you take the role of a disgruntled office worker who one day, just snaps. You can play the game as a pure action game or dig in the more hidden features: read books, spray graffiti...

While playing, both the player character and the many people you encounter will talk to themselves, sharing their thoughts, or just yell at you.



Gameplay

Controls

- Arrow keys to move around
- Spacebar to fire weapon, control to switch weapons
- **G** to spray graffiti
- **R** to read a book, **N** for other (random) page
- **F** toggles between fullscreen and windowed mode

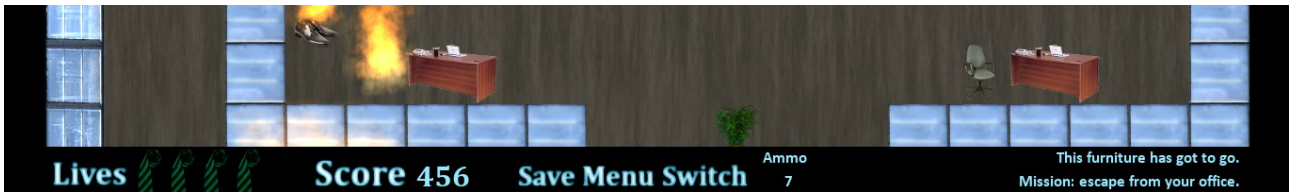
There are two types of weapons: Molotov cocktails and a flamethrower. Use control to switch between them. Both share the same ammo, which is convenient for you. Pick up bottles to increase your ammo.

With the **G** key you can spray graffiti on the floor or on walls.

Fullscreen or windowed mode can also be selected in the options menu.

User interface

While playing the game, the bottom of the screen always shows several messages and buttons:



From left to right:

- Next to the '**Lives**' text, you can see how many lives you have left;
- '**Score**' is an indication of how well you're doing;
- Click on the '**Save**' button to save. When you start the game, there is a Load button on the start screen;
- You can click on the '**Menu**' button to go to the options menu screen;
- Click the '**Switch**' button to switch between weapons;
- '**Ammo**' indicates how many times you can use your weapons – both weapons share the same ammunition;
- At the bottom right is an explanation of your goal: escape from your office, gather ammunition, destroy financial servers...
- Just above that is an often changing status message that will display info about which books you pick up, what enemies you have destroyed, or other things that are happening.

Tutorial

When you start the game, in the first menu screen there is a button called Tutorial. This will take you to a special level where you can learn about the game while playing. Highly recommended for beginners.

Options

During the game you can press the Menu button to change several options. Press escape or click the "return to game" button to return.

You can turn the music on/off, adjust the difficulty, switch between fullscreen and windowed mode and adjust the violence factor.

Fullscreen mode will not change the resolution of your monitor, but it will scale the graphics of the game. Windowed mode is 1280 by 768 pixels. We recommend playing full screen for a better experience. Some laptops may require going fullscreen to see the entire height of the game screen.

If you don't like - cartoony - violence, you can adjust the violence level. There are three settings: peaceful, low and medium violence.

Difficulty

The game is actually easy in easy. The game gets quite tough in the hard difficulty setting. Medium should be doable with a little practice, depending on your experience as a gamer. If you're not sure, try medium first; you can always go to easy or hard afterwards. What happens in harder difficulties:

- enemies move faster
- boss characters summon more robocops to aid them
- bankers seek you out more efficiently
- superior bureaucrats have more ammo

People to meet

This is the basic office worker bureaucrat. To symbolize his rigid way of thinking he only moves up and down. Don't touch him or he'll bore you to death with office jokes and extra copies of absolutely necessary paperwork. Avoid.



The upgraded "manager" bureaucrats and bankers are easily recognizable by the dollar symbol they wear. Even more than the basic tie, the dollar symbol signifies an adherence to a system based only on maximizing profit to the detriment of humanity. Avoid or terminate.

Bankers are highly capable of adapting and destroying people, so they move intelligently. They wander the levels, and if you come too close they'll seek you out and suck your life.

Warning: in most difficulty levels these superior enemies throw stacks of paper

at you. Don't let them bury you in paperwork!

Robocops are simple police, so they only move left and right on the screen. They usually come in large groups, so try not to get caught.

Boss characters (like a certain dictator :-)) are highly annoying and will move in certain patterns, they attack by - of course - letting others do the work for them. They can summon more robocops on the scene...



Watch out for the movement of your enemies, some are very dangerous. Of course, you can always 'take care' of them... One hit from your weapons will destroy them. Or you can try to avoid them.

A little help please



During your journey, pay attention to your environment. Some things can be picked up and put to good use. The whiskey bottles of your coworkers can be used as Molotov cocktails, so they give you extra ammo.

The art department always leaves some spray cans lying around, so you can use these to decorate the office.



Places to go

Your journey will take place in your office, a section of suburb, and the world economic forum. These places remain available, you are always able to go back to a previous part. This way, if you ever lack e.g. ammunition you can go back and see whether you can find some more. The last level doesn't have a lot of items to help you, so going back to earlier parts might be the only way to succeed.

Every level has a mission to guide you, but feel free to just wander around having fun. The environment is almost completely destructible, so windows, walls, chairs and plants can be attacked with Molotov cocktails and sometimes the flamethrower. Attacking plants however, will cost you points.

Things to do

How to gain points

- Destroy bankers, bureaucrats, investment capitalists and dictators
- Pick up Molotov cocktails, books and spray cans
- Spray graffiti
- Destroy the financial servers - this is your end goal

How to lose points

- Destroy plants (hey, we're big on the environment here!)

Hints & tips

- Hide behind potted plants to stop the stacks of paper some bureaucrats throw at you
- The main thing to survive is to never let enemies get close to you
- Sometimes it helps to move obstacles (chairs, potted plants...) in the path of enemies.
- Molotov cocktails have a longer range, but flamethrowers fire through and over furniture, windows... try to outmaneuver the more clever enemies, so you can take them down from a safe position.
- Enemies who throw stacks of paper at you can't fire as quickly as you, so you can draw their fire, leap out of the way, move back and attack... if you're quick enough :-)
- It pays to look around a bit – not all ammunition is easy to find.
- The movement of enemies is not always predictable.

Credits

Game Design

Evie Embrechts

Programming

Evie Embrechts

Music

Pompeii (No Vocals)

Josh Woodward

Ashes Album

Creative Commons - Attribution

I Want to Destroy Something Beautiful (instrumental)

Josh Woodward

Dirty Wings Album

Creative Commons - Attribution

Golden Sunrise (instrumental)

Josh Woodward

Wake Album

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Graphics Editing

Evie Embrechts

Player Character

Female scout by Dexsoft Games (licensed use)

Textures and Tiles

Stone & carpet by Reiner "Tiles" Prokein (creative commons)
Windows & walls by Manufactura K4 (licensed use)
others by Evie Embrechts

Beta testing & feedback

Jonah, Claire, Thom, DJ, Jess, Al, Zina, "Pineapple" W & Spiesje

Contact us

Website: <http://workingclassgames.com/>

Email: info@workingclassgames.com

Developing this game was a great experience for us, and we'd love to hear from you! All feedback is welcome. We'll work on bugfixes and new levels and features, so let us know what you would like to see next!