

ATTACK MOUNTAIN PRESENTS

# THE GREYMAN

## EARTH INSTRUCTIONAL

*Welcome to Earth.*

Deciding to manifest in physical reality is a big decision, we commend your dedication to the project.

Extra dimensional entities traditionally endure a **period of acclimation** when entering this reality; the occasional state of confusion while experiencing this new landscape is expected.

Please be aware that your energy matrix will be depleted upon entering this new plane of existence. This will result in your **spectrum of abilities being dampened** until acclimation is complete.

**Communing with encountered flora and fauna** recommended. Low-impact **energy sources** will make themselves known to you; their **acquisition** is critical to expedient acclimation.

Transferral of these energy sources will result in the following:

- **Spatial Awareness Expansion:** Spatial awareness will improve, which over time will allow your body to travel further away from your initial manifestation point.
- **Companion Cube Range Upgrades:** Your **Companion Cube** - your manipulation and acquisition assistant - begins initial manifestation with a limited **range of ability**. Higher range of ability allows your Companion Cube to transfer energy from farther distances.
- **Navigational Awareness / Travel Points:** It will expand your **Craft's navigational awareness** and with enough energy your Craft will be capable of quickly traveling to previously explored volumes of space.

**REMEMBER: Your Companion Cube can not be seen by third dimension entities, but your third dimensional form can.** Interaction with entities existing in the third dimension, using your third dimension form, **can be dangerous and is not recommended**. Distance is advised, as is using one's Companion Cube for all interactions while traveling. Allowing third-dimensional entities to observe your form may result in unintended or undesirable outcomes.

## CONTROLS

### Locomotion

**A** - Left movement

**D** - Right movement

### Companion Cube

**LMB** while hovering the **Companion Cube** over Humans in range - Engage **Stasis Ability**

*This begins the energy transfer sequence. When the cube is overlaying the energy source, pressing **LMB** will ensure successful energy acquisition.*

**RMB + Hold** - Trigger **Observe Ability** in the direction of the **Companion Cube**

*The Companion Cube can observe the environment around your third dimensional form. This can be used to survey your immediate surroundings for threats or energy sources.*

### Craft

**Q** - drop a **Teleporter Beacon**

*If you require the services of your Craft, you can summon it to your location by summoning a Teleporter Beacon. After doing so, navigate your third dimensional form to the portal and wait several seconds for teleportation.*

**A/D, Spacebar** while in Craft - Select, accept **Fast Travel Point**

*Use above configuration to navigate previously visited timespace markers. Doing so will cause some time to pass; uncaptured energy sources will return. (Please note that previously captured energy sources will not return).*

### Emergency Techniques

**\*\*THE FOLLOWING TECHNIQUES MUST ONLY BE USED WHEN THIRD DIMENSIONAL FREQUENCIES HAVE BEEN COMPROMISED AND AUTONOMY IS THREATENED.\*\***

**LMB** while tranquilized - Ping Craft for Revival

*While tranquilized, repeatedly pressing this button will improve Craft speed, thus improving recovery time. Results vary depending on initial distance to Craft; please note that Craft must be directly above third dimensional form to initiate revival sequence.*

**RMB** while tranquilized - Trigger **Luna Moth Revive Ability** (*Locked at start*)

*While tranquilized, pressing RMB after acquiring a **Luna Moth** will result in immediate revival. Further testing and research required to understand link between Luna Moth and internal energy matrix.*

**F** - Trigger **Blink Ability** (*Locked at start*)

*Sufficient acclimation will re-acquire **Blink Ability**. This allows for faster land traversal, as well as improved threat evasion.*

## INTERACTIONS

**\*\*REMINDER: Use your assigned Companion Cube to interact with all third dimensional entities.\*\***

Utilizing **LMB** while hovering the **Companion Cube** over objects in third dimension may cause unique reactions. Please observe these reactions and, when applicable, use them to assist you with your energy acquisition goals.

Previous entities have had success with the following documented devices and creatures:

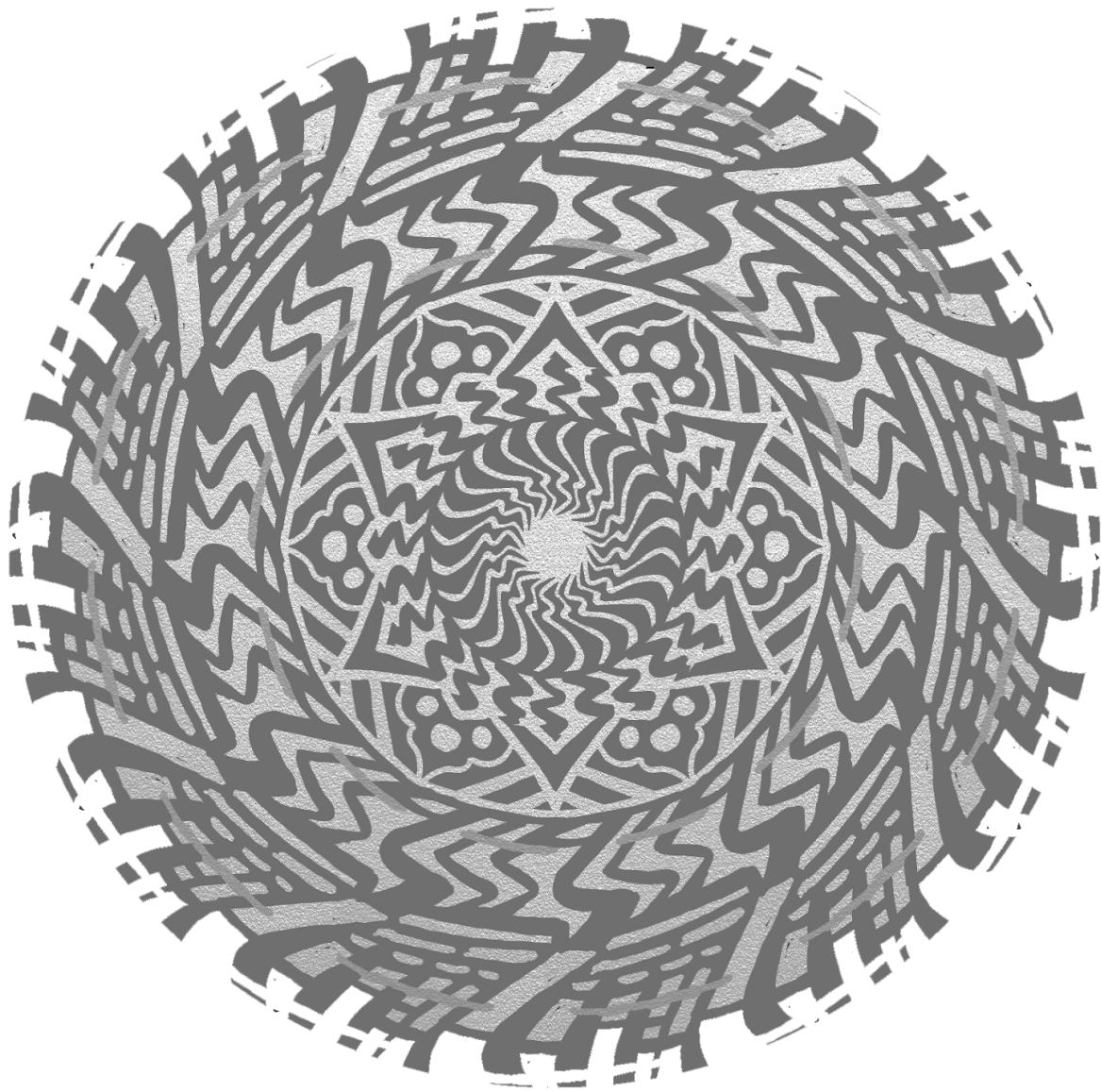
- **“Buzzing Tree Growth”** - Organic creature. Small and colony-based, these buzzing creatures appear to have a consistently ill temper. The slightest provocation towards their colony sends them into a frenzy, causing them to attack any nearby bipedal entities. Affected entities will ignore most external stimuli while avoiding these swarms.
- **“Web Crawlers”** - Organic creature that appears to live in a web of its own secretions. Interacting with this will cause the Crawler to fall from it’s home, sending any native entities below running in fear. (Disparate size to fear ratio warrants further research.) Further, entities and energy sources that run into these creatures will reverse direction promptly.
- **“Electric Generation Devices”** - Primitive device that uses electrical currents to provide energy to connected devices. Interacting with one can disrupt or enable this flow of power.
- **“Radio Wave Signal Devices”** - A primitive device that seems to emit radio waves to produce sound on other devices within range. Interacting with one seems to have an adverse effect on waves emitted.

Please be observant and look for these and other entities and devices to further this important research.

## TERMS OF COMPLETION

Your task will be considered complete when you have collected an energy mass appropriate to trigger your departure and transition to the seeding phase. The amount of energy available is specific to each planet, and therefore locating the adequate amount is part of your task of exploration.

Your data will be automatically reported. We look forward to your findings.



## **CREDITS**

### **ATTACK MOUNTAIN PRESENTS**

"THE GREY MAN"

#### **CREATED & DEVELOPED BY ATTACK MOUNTAIN LLC**

Bryan Rodriguez / Joe Laurino

#### **SOUNDTRACK BY**

Jon Middleman / Alex Visciotti

#### **SFX BY**

Dominic Vega  
Bryan Rodriguez  
Joe Laurino

#### **HUMAN MUSIC BY**

Steve Woodzell  
Brennan Gerle  
Al Prine Orchestra  
Dominic Vega  
Peter Woloszyn  
Bryan Rodriguez

#### **BUILD ENGINEER**

James Gonsalves

#### **LOGO DESIGN**

Steve Woodzell

#### **ILLUSTRATOR**

Dudu Torres

#### **CINEMATIC ARTIST**

Omar Shakir

#### **COSMIC MANDALA DESIGN**

Joe King