

# WAREHOUSE

User manual

Nightlovers Game Studio  
Cyberstorm Interactive Ltd.

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## **INTRODUCTION**

*Warehouse* is a Sokoban style, freeware (freely distributable) puzzle game with 64 unique levels developed by Nightlovers Game Studio a division of Cyberstorm Interactive Ltd.

## **REQUIREMENTS**

Operating system: Windows 7, 8, 10 (32 Bit)  
Linux (64 Bit)  
RAM: 300 MB RAM  
Hard disk space: 20 MB  
Graphics card: DirectX compatible graphics card  
Audio: DirectX compatible sound card  
DirectX: versions 9 or 11 (not included)

## INSTALLATION

### Windows

*Warehouse* is available as an install package and as a zip archive.

Use the install package if you do not wish to copy the files manually. The package will install both the DirectX 9 and the DirectX 11 versions. By default the DirectX 9 version is started by the shortcut. It can easily be modified by changing the name of the file launched by the shortcut.

The Zip archive also contains both versions. Start the one you wish by double clicking on the desired filename.

### Linux

*Warehouse* is available as a tar.gz archive containing only one version of the game for 64 bit Linux distributions with OpenGL support.

## CONTROLS

The menu can be controlled by using the keyboard. The game itself can be controlled by the keyboard or a gamepad.

M	Turns the music On or Off during the game. This control is not active when you are in the Settings menu.
S	Saves a screenshot into the directory where the settings are saved. Does not work in DirectX 11 mode.
ESC	Opens the menu panel when in game. Quits a given menu. Quits the game when in the main menu.
UP, DOWN	Selecting menu items when in the menu. Moving the player's character up or down when in game.
LEFT, RIGHT	Changing the possible values in the menu. Scrolls the level selector screen. Moving the player's character left or right when in game.
ENTER	Selecting menu options. Selecting levels.

## THE MAIN MENU

START	Opens the level selector screen, where you can choose the level you want to play using the left and right cursor keys.
SETTINGS	Opens the settings screen and lets you modify the settings of the game.
LANGUAGE	Lets you change the language of the game. Currently English, German, Spanish, Norwegian and Hungarian languages are available.
MUSIC	Turns the music on and off. You can also press 'M' during the game to toggle the music.
SCREEN	Lets you choose the screen mode you want to run the game in: <i>Fullscreen</i> , <i>Borderless</i> and <i>Windowed</i> . If <i>Windowed</i> mode is chosen, the resolution selector becomes available. (See SCREEN MODES for more information.)
RESOLUTION	Lets you set the resolution for <i>Windowed</i> mode.
CREDITS	Shows the version number and the list of people who worked on or contributed to the game.
QUIT	Lets you quit the game.

## THE INGAME MENU

RESUME	Continues a game that has already been started.
RESTART	Restarts the actual level of the game.
SETTINGS	Opens the settings screen and lets you modify the settings of the game.
LANGUAGE	Lets you change the language of the game. Currently English, German, Spanish, Norwegian and Hungarian languages are available.
MUSIC	Turns the music on and off. You can also press 'M' during the game to toggle the music.
SCREEN	Lets you choose the screen mode you want to run the game in: <i>Fullscreen</i> , <i>Borderless</i> and <i>Windowed</i> . If <i>Windowed</i> mode is chosen, the resolution selector becomes available. (See SCREEN MODES for more information.)
RESOLUTION	Lets you set the resolution for <i>Windowed</i> mode.
QUIT	Lets you exit the game and go back the main menu.

## SCREEN MODES

The game can run in three screen modes: *Fullscreen*, *Borderless*, *Windowed*. In *Fullscreen* and *Borderless* modes, you cannot change the resolution of the game. The resolution is always set to desktop resolution.

The resolution of *Windowed* mode can be set in the Settings menu. The game was designed to run best in Full HD resolution. The list of available resolutions only contains those with 16:9 aspect ratio.

It is recommended that, if you can, run the game in 1920x1080 Full HD resolution.

The default screen mode on Windows is *Borderless*, while on Linux it is *Fullscreen* mode.

## KNOWN ISSUES

- Taking a screenshot does not work in DirectX 11 mode.
- There may be issues with dual monitor setup.
- When changing the screen mode, it is possible that the game screen is not normalized.
- On Windows, ALT+TAB doesn't work properly when using *Fullscreen* mode.

## END-USER LICENCE AGREEMENT

Freeware – freely distributable software  
version: 2.0

Before installing the software please read this End-User Licence Agreement carefully.

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## HISTORY

- 31.07.2018 – Warehouse v1.0.0.0  
Updated: German translation to 1.2  
Added: Spanish and Norwegian translations  
Note: The version number didn't change.
- 19.07.2018 – Warehouse v1.0.0.0  
Added: German translation  
Note: The version number didn't change.
- 11.07.2018 – Warehouse v1.0.0.0 Initial release

## **SPECIAL THANKS**

RSBasic – for the German translation

Robert Hallsey – for the Spanish translation

Erlend 'Preacher' Rovik – for the Norwegian translation

## CONTACT & CREDITS

### **Official company website:**

[www.cyberstorm.hu](http://www.cyberstorm.hu)

### **Official nighlovers game studio website:**

[www.nightloversgamestudio.net](http://www.nightloversgamestudio.net)

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### **Warehouse v1.0.0.0**

Designed and programmed by Csaba 'Neuronic' Bacsó  
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### **Additional contributors:**

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Music: Eric Matyas / [www.soundimage.org](http://www.soundimage.org)

Crate gfx: Zuhria Alfitra (pzUH) / [www.gameart2d.com](http://www.gameart2d.com)