

Game Manual – Project Toaster



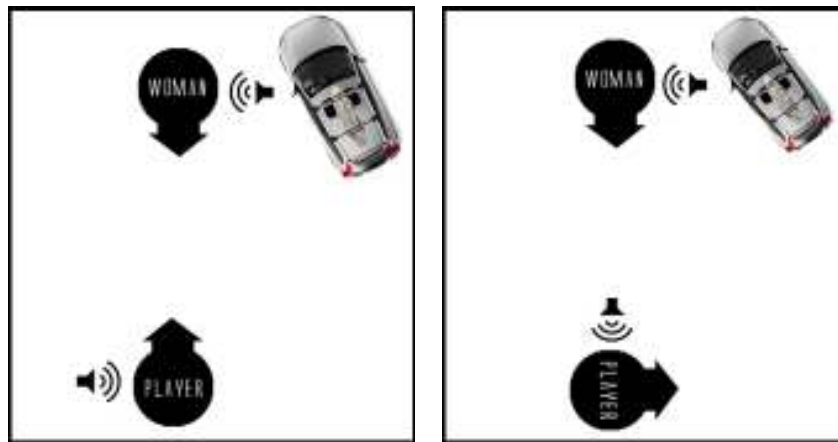
Story

Audio is being suppressed and the regime of imagery dominates all. Guards roam the streets, once normal civilians, now turned into deaf patrolman void of all sound. One of these guards is about to interrogate a lonely prisoner in the prison long thought abandoned. A woman got captured with the only reason being; the ability to hear and love sound. But she is determined to break free. She tries to force her cell door open, with no success. Unaware of the approaching guard. She takes another dash at the door but at the last moment she sees the door moving open and she's face to face with the guard. Both are startled by the event but the woman rushes on colliding head first with the guard. His mask is send flying and a chaos of sound revolves around his head. He's spinning and loses consciousness. But before he falls to the ground, he hears footsteps and breathing as if his own. But it's not his own voice he hears gasping for air, it's a woman's voice.

How To Play

In Project Toaster you play as a guard who has broken free of his constraints. Due to a collision with a prisoner he now shares his hearing with her. Now everything you hear, is actually what the female character hears.

Example: When the female character hears a car on her left, you the player will hear the same car but also from the left, with the same volume as the woman hears it; no matter which you are facing.



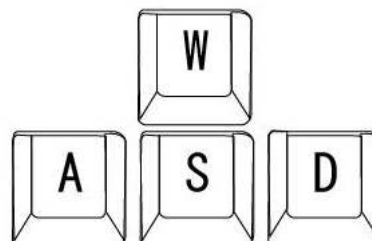
Example

Controls

Project Toaster uses default First-Person-Shooter controls, for both PC and Xbox 360.



MOVE FORWARD/BACKWARDS
STRAFE LEFT/RIGHT



LOOK AROUND

