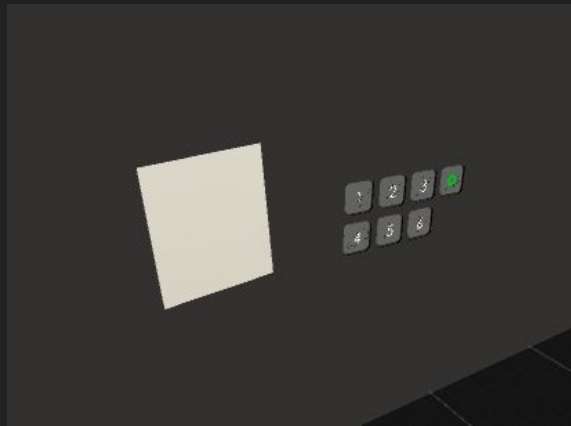


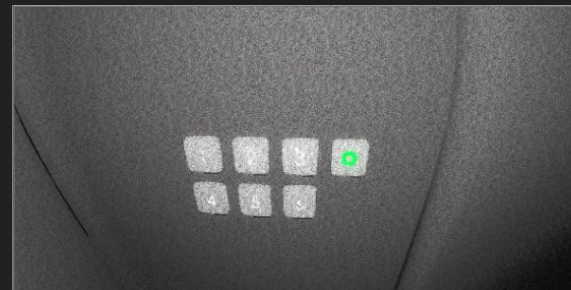
# Game Play PSYCHSCRAPER

PsychScrapper is a puzzle horror game. The goal of the game is to make it to the end without going insane. You do this by solving puzzles and avoiding enemies.



## Sanity

Keep an eye on your sanity so you don't go insane. Always remember to take your pills!

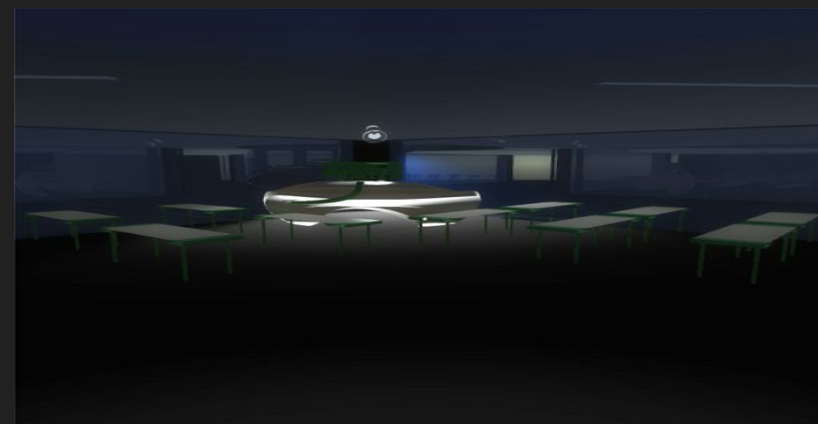


## Developers

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## Story

In the year 2525, the world now sees nearly 70% of its population on medication to suppress mental illness, but at a cost of intense dependence. For those who remain dangerous, large skyscraper mental institutions have been constructed. But in a world with such a grotesque degree of mental illness, who's to know that the inmates aren't running the asylum?



## Controls

W:	Move Forward
A:	Strafe Left
S:	Move Backward
D:	Strafe Right
E:	Interact
Shift:	Sprint
Space:	Jump
Mouse:	Camera Controls

## Enemies

Steve:

An animatronic warden used to keep inmates in line. It uses its spike tail to insert a serum that will knock out unruly patients.



Aphrodite:

A hallucination side effect caused from the medication given to inmates. It has been known to make patients go completely mad.



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