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## About This Game

*A journey begins... A treacherous tower... Unravel its mysteries!*

Discover the secrets kept in the long abandoned Tesla Tower! Magnetism and other electromagnetic powers will help you explore a non-linear world of beautiful hand-drawn environments, in a steampunk-inspired vision of old Europe. A young boy suddenly finds himself embroiled in a long-forgotten conspiracy, involving a despotic king who rules the nation with an iron fist. Jump into an outstanding adventure told through voiceless storytelling, writing your own part. Armed with ancient Teslamancer technology and your own ingenuity and creativity, your path lies through the decrepit Tesla Tower and beyond.

## Features

- Complex puzzles! Put your sense of logic to the test and cleverly manipulate the world around you using electricity and magnetism, the lifeblood of the game. Puzzles will range from “pff, that wasn't so bad” to keyboard-smashing, controller-chewing frustration.
- Explore! Make your way through rich 2D hand-drawn surroundings as you journey into — and beyond— Tesla Tower, picking up use amazing new items as you go.
- Visual storytelling! Tired of all those words in your video games? Have no fear, Teslagrad features not a single snippet

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of text or squeak of dialogue. Everything is purely visual, and the entire story is told through what you see (and sometimes what you don't see).

- Steampunk powered! Discover a dystopic and mind-blowing rainy-and-brainy setting, presenting a steampunk vision of an old Europe-inspired new world.
- Old-school boss fights! Use your skills and wits to overcome the 5 incredible final bosses eager to demagnetize you.
- No disruptions! That means no loading screens, no GUI, no cutscenes. Just the game and you.
- Mesmerizing soundtrack! Awesome mix of classical orchestra, with a touch of Russian inspiration and a myriad of metal bits and electrical stuff.

Teslagrad is available for Windows, Mac OSX and Linux.

*"It's beautiful minimalist storytelling, and it fits really well with the gameplay proper, which is delightful in more ways than one."*  
Jared Rosen, [Indiestatik](#).

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Title: Teslagrad  
Genre: Indie  
Developer:  
Rain Games  
Publisher:  
Rain Games  
Release Date: 13 Dec, 2013

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**Minimum:**

**OS:** Windows XP (SP3)

**Processor:** Dual Core 2GHz

**Memory:** 2 GB RAM

**Graphics:** Hardware Accelerated Graphics with dedicated memory

**Storage:** 1 GB available space

English,Italian,German,Dutch,Norwegian,Portuguese,Russian,French,Polish,Arabic,Turkish,Ukrainian,Japanese,Simplified Chinese









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visuals are nice but I dont understand what is going on with the story. also why do developers forget that frustration does not equal fun. I hate puzzles that you have to end up looking on the internet to solve because you just cant figure it out and it seemed like you tried everything. Also, why would a modern game have one hit deaths when everything is trial and error? Leave that stuff in the past. No Battletoads type obstacles either, please, for the love of God. It just ruins the flow of the game to have such a mean spirited difficulty level spike. I cant recommend this, you wont have the patience to get everything and the fun just grinds to a halt. What a pity, I really wanted to like this.. controls and mechanics are not nearly tight enough.

for a puzzle platformer this is a death sentence

visuals are nice though.. I loved this game... the first time around. Although the controls were annoying at times, and I died a lot, it was fun! Even though I spent at least one hour per boss fight when I signed up to get a puzzle-platformer game, I still thought it was fun. Imagine my surprise when it turned out that I had to essentially replay the entire game (without the bosses) to get the scrolls that were required to even be able to fight the final boss. And this wasn't even my fault. Never once before in the game did it even hint that the scrolls were anything but optional achievements...

It's worth it to buy if it's on sale, and if you aren't the kind of person to rage at a game. But if not, don't buy it.. WILL UPDATE ONCE I FINISH THE GAME. It's a big positive for me so far. I grew up on the SEGA GENESIS so i adore platforming games and i think this is an excellent one with nice artwork and some very fun mechanics , i just unlocked the teleport boots and love that mechanic. For retro fans and people who grew up on 2D games i think this is a must buy imo. Its also a great game for younger people who may be new to 2d games to jump in and try the genre out. Games is very forgiving and not too frustrating so i say this one is a great start point for all newcomers to the genre.

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## **Teslagrad is a Finalist in two categories for the Unity Awards 2014!:**

We're proud to announce that Teslagrad has been selected as a finalist in the Community Choice and the Best 2D Visual Experience categories for Unity Awards 2014! The entire team is extremely stoked, and we hope that you'll vote for us here:

<https://unity3d.com/awards/2014>. **Teslagrad 1.3.1 update:**

Hi everyone!

A new update of Teslagrad is now available here on Steam, and will be progressively available in all the other stores and distributors. Please find the whole list of changes below:

### **Improvements**

- Improved empty saved game slots now show the text 'Empty' in light grey.
- Improved graphics of conveyor belts, should now be synchronized better.
- Improved magnetflies, won't fly around when they're not visible any longer.
- Improved use of light in some scenes (for better performance).
- Reduced memory consumption drastically in general.
- Reduced total size of the game through better use of compression.

### **Fixes**

- Fixed bug when a slow machine might not have loaded a level in time.
- Fixed bug where bosses would desynchronize with the sound when menu was opened.
- Fixed bug where the player could avoid entering the final area.
- Fixed bug where the player either jumps or falls from a wall when leaning out.
- Fixed bug where the player would fall from a wall for no reason.

As usual, thanks for your reports and invaluable feedback!. **Teslagrad 1.1 update.:**  
Hey there!

Finally the dust has settled after launch, and we're glad to come back with our first big update. Featuring improved gamepad recognition (which has been long asked for) new languages, bugfixing, and general improvements. Take a look to the full changelog here.

### **Additions**

- Added a new controller mapping menu layout with reset buttons.
- Added another maze level checkpoint.
- Added arabic language support.



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- Added automatic mandatory creation of a gamepad mapping file.
  - Added automatic mapping for the Xbox 360 Controller, and a few others on many platforms.
  - Added support for generic gamepads with X+Y axis and button0 + button1.
  - Added support for mapping gamepads that have any constantly floored axes.

#### **Changes.**

- Changed each theater area only autostarts once - after that, the player won't need to watch for it.
- Changed game will open in a very high resolution, or fallback to current.
- Changed gamepad mappings apply for all connected gamepads, regardless of index.
- Changed tower shaft is now more open after the orb boss is defeated.

#### **Fixes.**

- Fixed a bug where leaving orbboss and reentering while he is dead would lead to room not blocked.
- Fixed a bug where the king dying sound would keep playing after the player died.
- Fixed an orb boss bug due to too early defeat on some hardware.
- Fixed claws killing the player too easily in the bird boss.
- Fixed music bug in the art deco area.
- Fixed saving issues with the orb boss area.
- Fixed translation of the word 'Resolution' in the menus.

#### **Improvements.**

- Improved ambience music fading in some areas.
- Improved glyph support on Teslagrad font.
- Improved graphics in the orb boss room

#### **. Sony will be showing off The PS3 version of Teslagrad at E3!:**

We're happy to announce that Sony will officially be showing off a playable build of the PlayStation 3 version of Teslagrad at their E3 booth! We feel like we're swimming with the big boys!

<http://blog.us.playstation.com/2014/06/05/playstation-at-e3-2014-livestream-details-booth-game-list/>. **World to the West Steam Page is Live!:**



Hello there, amazing Rain community! It's been a while since our last update, almost a year. We've been working hard. Now we will soon be ready to release World to the West, a standalone followup of our (your) beloved Teslagrad that will be released on May 5. An action adventure game where you will get to know a lot more about the lore and the universe behind Teslagrad, and with significant changes: no voiceless storytelling now, but a vibrant story around four peculiar heroes. Take a look for yourselves:

<http://steamcommunity.com/sharedfiles/filedetails/?id=885154766>

This time we are launching straight to consoles, rather than doing the slow porting over several years like last time. We will even have a good round of physical releases around most of the world. But of course we will also be available here on Steam from day one. This was where we started out with Teslagrad after all.

We have just set up our Steam page. If you want to show us your support, and also make sure that you get our launch discount, put up World to the West on your wishlist!

<http://store.steampowered.com/app/530020/>

We are all really looking forwards to hear what you all think of our new title. Yeah, it is pretty different in some respects. Though there's tons of great stuff for Teslagrad fans in there. Returning characters, a revisit to the city of Teslagrad, Easter Eggs that might only be decodable if you played both games, and even some hints that might help solve some of the old mysteries in Teslagrad that the community haven't gotten to the bottom of yet.

We love our world and the joint story that we are building in it. We are planning more games that will explore it even further in the future. I hope you all want to join us for the ride.. **Teslagrad has been nominated for two awards at Nordic Game Awards 2014!:**

We feel honored and proud to be nominated in both the Innovation category and the prestigious Best Game of the Year category!

May 22th, Malmö. Let's write down that date!

[Nordic Game Nominees 2014](http://nordicgame.com) [nordicgame.com]

. **Teslagrad patched for newer Mac OS:**

It came to our attention that for a period Teslagrad could no longer run on new installations of the Mac operating system. We work hard to make our games as available as possible, so we have released a patch. This is now tested and seems to have

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solved the issue entirely!

For anyone who had a bad experience getting Teslagrad to work for Mac in the recent months: We are sorry for the inconvenience. If you update Teslagrad on Steam now, all issues should be fixed.

Happy Playing!

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