



**COPPERHEAD
STUDIO LLC**



**COMPUTER
REPAIR**

SIMULATOR®



**COMPUTER
REPAIR**

SIMULATOR

*Build, Break, and Troubleshoot
Computers and IT Equipment!*



PC
DIGITAL
DOWNLOAD
ONLY WINDOWS COMPATIBLE



REQUIRES INTERNET CONNECTION FOR ACTIVATION, UPDATES, AND CERTAIN FEATURES

Introduction



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Welcome to Computer Repair Simulator®. This game will let you Build, Break, Repair, Sell and Troubleshoot Desktop Computers. The game is very detailed and by exploration of the documentation and forums, you may learn more about these features.

This game is still in development and contains bugs. Please report any bugs to our Forums.

This game is comprised of multiple game modes which will be explained later, but the Game Launcher is where it all starts. From the Game Launcher, you can change game settings, change player controls, look for help, check for updates, build a custom level / lab, apply mods, and select the level and gameplay mode. It all starts with the Game Launcher.



Launcher Access:
Launch PC Builder, PC Repair, or Level / Lab Editor
Game Options / Controls
Help / Forum / User Manual
Mods
Account / Profile



[Click Here to stop seeing this message at game startup, you can access it again later](#)

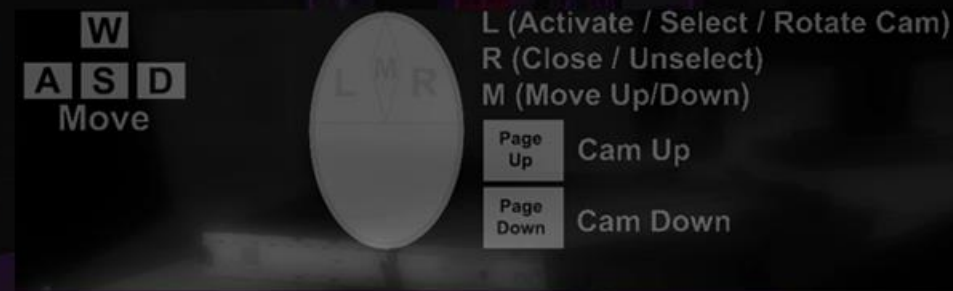
Control & Options



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You can customize your game play, this includes player controls by using the Game Launcher under Options, otherwise default settings will be used. Be sure to look at your options, the simulator was designed to be very customizable.

A lot of the settings may appear to be more experimental in nature, but a lot of them can resolve a lot of game issues and improve game performance. For instance, by changing to a window mode, certain GPUs can handle the game better and not throw potential DX errors.



If you are using the default settings, here are the basic controls, the other controls can be viewed under Options>>Controls. The game also features a built in console which allows you to monitor the code, and enter custom commands to change some game properties. The default key to access the console is ?

```
Debugger 2.0> Video Memory Left = 3794[2399]  
Nexus = 75 / 40[2399]  
Video Memory Left = 3792[2559]  
Nexus = 75 / 40[2559]  
Video Memory Left = 3791[2719]  
Nexus = 75 / 40[2719]  
/happyday[2736]  
happyness turned on, new value = 0[2736]  
world game time changed by user to 600.00[2736]  
Video Memory Left = 3791[2879]  
Nexus = 75 / 40[2879]  
/temp_down[2980]  
world temperature turned down by 5, new value = 70[2980]  
Video Memory Left = 3791[3038]  
Nexus = 75 / 40[3038]  
  
>exec last command  
Command>> /temp_down_
```

Game Modes

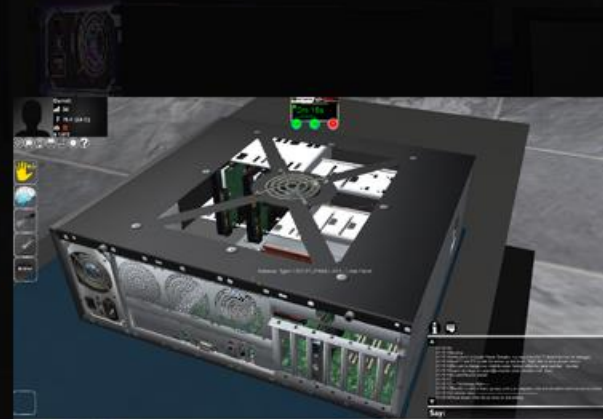


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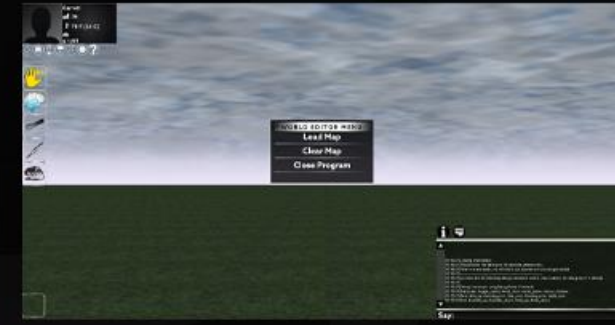
There are several game modes that are available to play. They all can be started from the Game Launcher under Play>>Profiles. Each profile (total of 3 profiles) is unique and will track their own progress separately, however the Mods will be shared between all profiles.



PC / Computer Builder
buy / use hardware to build pc
get money and skill
customize your system

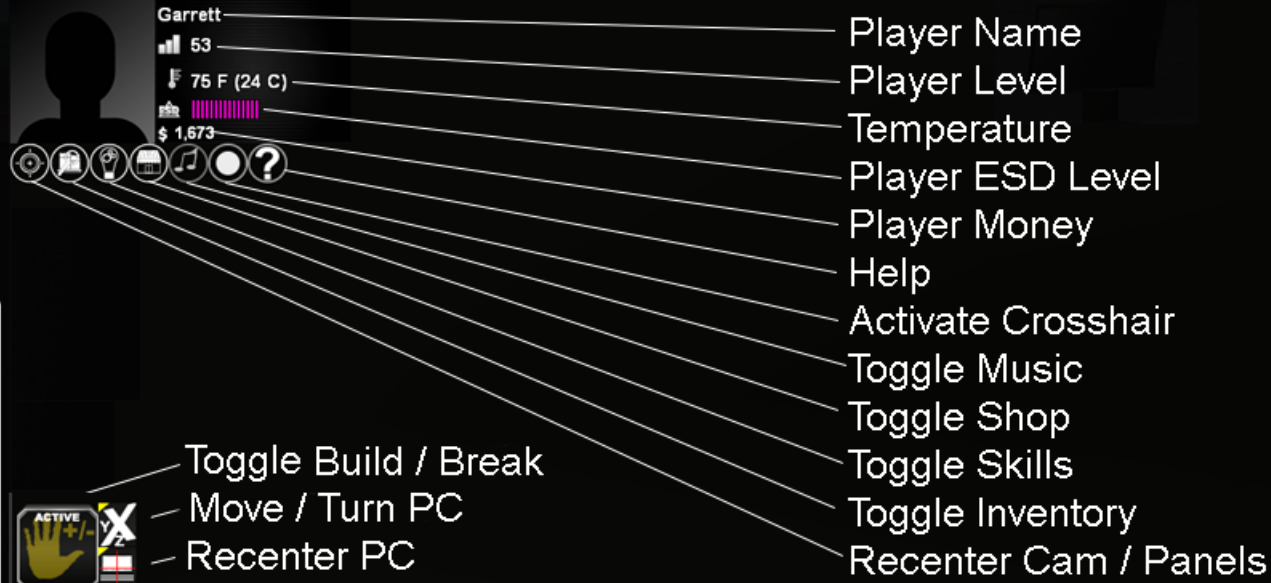


PC / Computer Repair
buy / sell / repair hardware
troubleshoot multiple issues
get money and skill

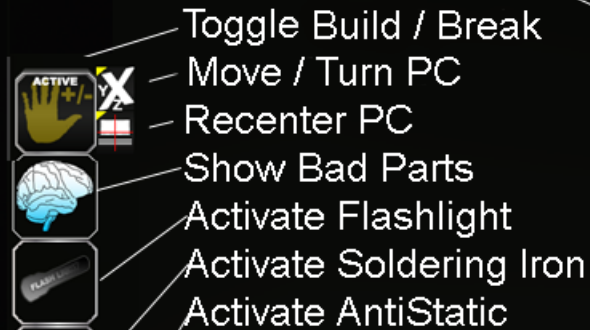


Level / Lab Editor
build concept levels / labs
import them into the game
play them in other modes
import your models
add lights, specialFX,soundFX
change weather, time of day, etc.

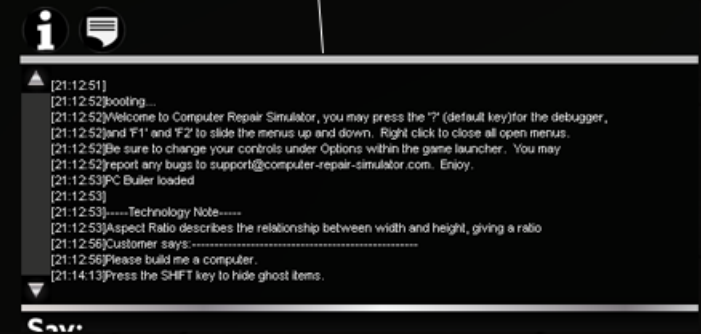
Below you will find a map of the in game overlay.



- Job Control Panel
- Time on current job
- Total problems on pc
- Show client message
- Show a tip
- Cancel Job
- Event / Detail panel



Toolbelt Slots (7 max)
 Note: Activate Flashlight / Soldering Iron / ESD tool from inventory to put into toolbelt, they auto show up in build / break menu to be used. Drivers can be activated via toolbelt




Game Play



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Once you select your game mode and select your level (player or game made) and start the game, you will be taken into the lab to get to work.

Follow the  Red Pointer to get to the PC that needs work. WASD default movement

Click the  Toggle Build / Break / Move to interact with the PC

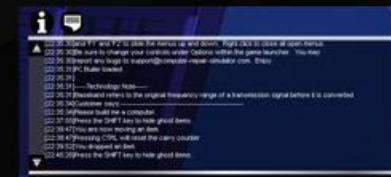
Use your Pointer / Mouse to click on any item (excludes world items)

Successful / Failed events will show in the Log, look here to learn more.

Certain hardware requires special tools, open inventory, click on tool, activate it, then click on the tool again in the toolbar. If it is a flashlight, soldering iron, or ESD tool, it needs to also be activated in the Build / Break menu. To remove a tool from the toolbelt, right click on the tool icon.

To Exit the game, hold ESC key for 2 seconds

Right Click Mouse and Hold (not over a menu) to close all open menus, quick close



Inventory



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Favorites / Sort / Specific Category

Quantity of Item

Items Owned

Previous Page

Brand

Active Item

Image of Item

Value

The inventory screen is titled "INVENTORY" and features a navigation bar with four categories: Residential Computer Cases, Residential Motherboards, Commercial Racks & Cabinets, and Residential Software. Below this is a grid of 10 items. The item in the top-right corner is highlighted with a red border. Below the grid is a green bar with "All Items" on the left and "Page 1" on the right. The detailed view of the selected item shows a hard drive with the following information: "Remember Me", "\$18", "USED (89%)", and a "SELL" button. Below the item image are five icons: "SELL", "REPAIR", "DROP", "WEB", and "ACTIVATE". To the right of the item image is a "Specifications" section with the following details: "Manufacturer: Remember Me", "Part#: hd-005", "HW Level: 1", "Type: Internal Hard Drive", "Capacity: 250GB", "RPM: 7200 RPM", "I/O: SATA 3.0Gb/s", "Cache: 128MB", and "Size: 3.5\"". At the bottom of the screen, there are two checkboxes: "Load All Items by Default" (checked) and "Toggle Damaged Items" (unchecked). A "Close" button is located in the bottom right corner.

Next Page

Inventory Page #

Active Item Specs

Close Inventory

Condition

Sell Item

Repair Item

Drop Item

Web Link

Activate

Inventory Load

Show All Items when Opened

Toggle Damaged / New items

Note: Items can be dropped from inventory into the lab / level, you can also pick them back up again.

Shop



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The in game shop lets you purchase new hardware to use on the job. If you MOD the game, your parts will show up in the shop as well.

Active Category
Shop Items
Choose Category
Previous Page
Show More Categories

The screenshot shows a shop interface with a sidebar on the left and a main display area on the right. The sidebar is titled 'SHOP' and contains a list of categories: HARDWARE (highlighted), COMPUTER CASES, POWER SUPPLIES, MOTHERBOARDS, PROCESSORS & CPUs, MEMORY & RAM, VIDEO CARDS, HARD DRIVES/FLASH, CD/DVD DRIVES, AIR COOLING, WATER COOLING, PCI CARDS, SCREWS, ETC, PERIPHERALS, ASSEMBLED, DESKTOPS, LAPTOPS, SERVERS, TOOLS, and TOOLS & GRAPHICS. A 'MORE' button is at the bottom of the sidebar. The main display area is titled 'Computer Cases' and shows three items. Each item has a thumbnail image, a 'LEVEL' indicator, a manufacturer name (CRS), a part number (PC-CASE-001, PC-CASE-002, PC-CASE-003), a cost (\$36), a type (ATX Mid Tower), a material (Aluminum / Plastic), a color (Black, Red, Blue), and a side panel (Yes). Below the specifications, there is a 'My Price' field showing '\$35', a 'WEBSITE' link, and a 'BUY NOW' button. The interface also includes a 'Page 1' indicator in the top right corner and a 'Close' button in the bottom right corner.

Specs of Item
Price of Item
Level of Item
Website Link
Buy Item

Current Page Number
Next Page
Close Menu

XP, Cash, & Skill



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During gameplay, you will earn money, xp, and skill points. Use the money to buy and repair hardware. Use xp to level up, earn skill points when you level. Spend the skill points on skills to help player development.

The screenshot displays the Skill Library interface. On the left, a vertical panel titled "SKILL STAMPS" shows five tiers (Tier 1 to Tier 5). Tier 1 is active, while Tiers 2-5 are locked. Below this panel, the player's current level (Level 53) and XP progress (2343 / 5300, 44.14%) are shown, along with 7 Skill Points and 0 Robot Coins. Two bonus indicators are present: +0.40% (XP Bonus) and +0.43% (Money Bonus). The main area is a grid of skill icons. A tooltip for "Leveling Level IV" is open, showing an "+8% XP increase" and "Owned" status. At the bottom, there are buttons for "XP" and "\$\$" (Get more Money), and a "Close" button.

Move Panel
Tier / Status

Level 53
XP 2343 / 5300 (44.14%)
Skill Points 7
Robot Coins 0

+0.40%
+0.43%

Leveling Level IV
+8% XP increase
Owned

Close

Skill Library
Skill Info
Status

Close Menu
Get more Money
Get more XP