



Game Manual

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If you ever get scared, turn on the lights and see the world the way it's supposed to be.



System Requirements

Operating System

Windows: 10 / MacOS: catalina+

Available Disk Space

50MB+

Minimum Screen Resolution

1280 * 720 (standard 720p)

Peripherals

Keyboard and mouse/trackpad



Installation

Windows

1. Download the zip file for Windows from ...
2. Find **Spectrophobia.zip** in your Downloads folder and double-click to unzip
3. Drag and drop the Spectrophobia folder to your Desktop directory
4. Open the folder and double-click on **Spectrophobia.exe** to play!

Mac

1. Download the zip file for Mac from ...
2. Find **Spectrophobia.zip** in your Downloads folder and double-click to unzip
3. Drag and drop the Spectrophobia folder to your Desktop directory
4. Open the folder and double-click on **Spectrophobia.app** to play!

Uninstallation

Windows

1. Right-click the Spectrophobia folder and select "Delete"
2. Permanently delete it from the recycle bin

Mac

1. Ctrl + click the Spectrophobia folder and select "Move to Trash"

Objectives



Waking up to a distorted reality, young Otto sees his bedroom in double vision. On the opposite side of a mirror, he stares at the frightening reflections of himself and his surroundings.

Guide Otto through the room to reach the lamp along with his reflected counterpart!

Forge a path through the room to reach the lamp along with your reflected counterpart!

Avoid monsters and overcome shadowy areas!

Elements



Otto
Control Otto to navigate to the light switch



Battery
Collect batteries to charge Flashlight and Flashdark



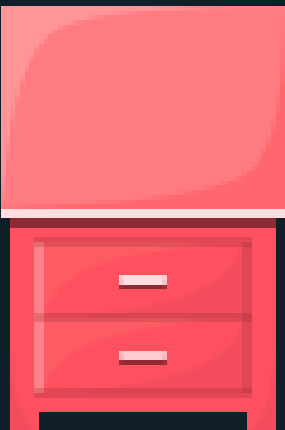
Stationary Enemy
Destroy stationary enemies blocking Otto's path by manipulating furniture with Flashdark



Shadow
Eliminate shadows that obstruct Otto's path with Flashlight



Moving Enemy
Get past moving enemies by escaping their range of attack

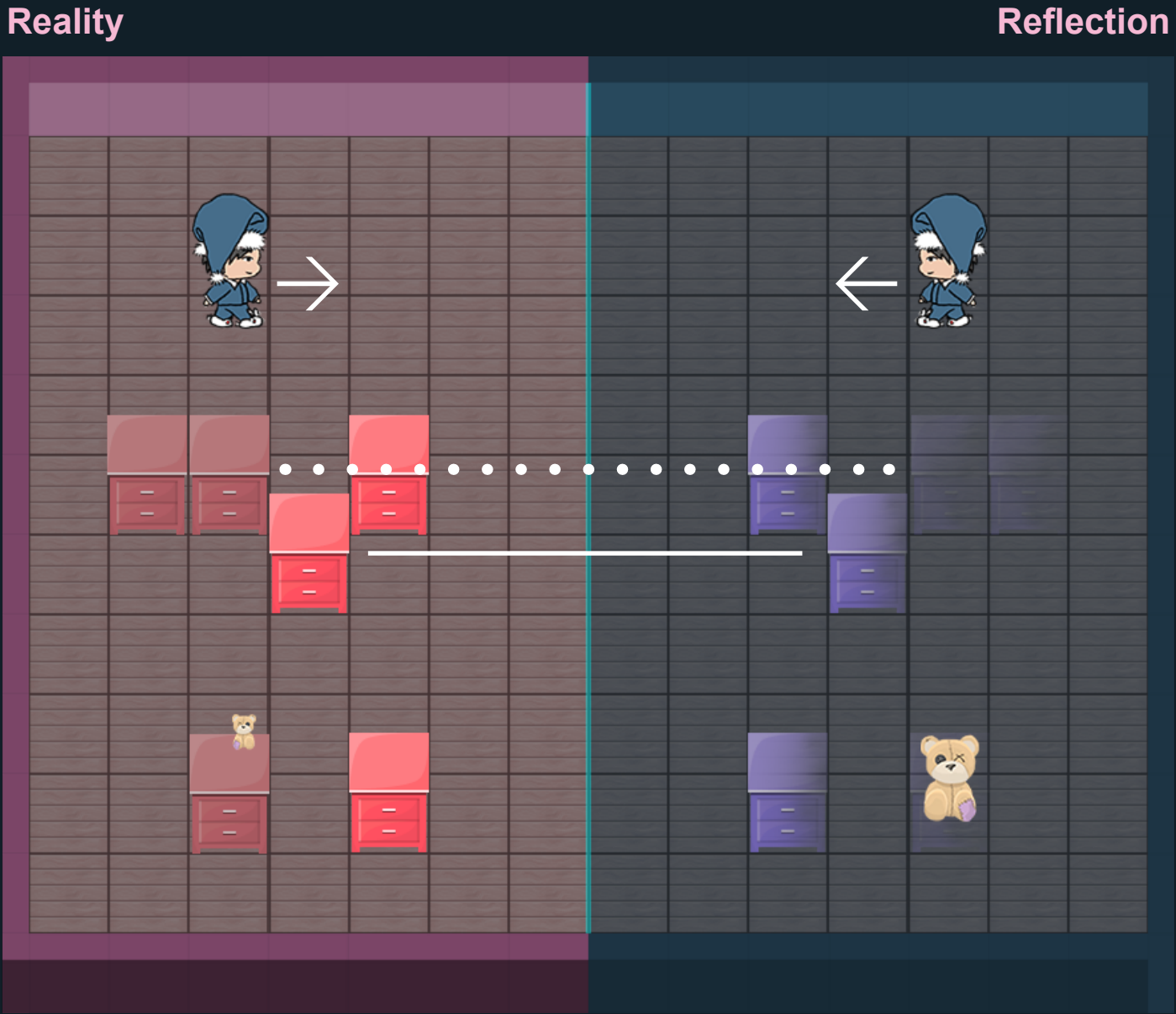


Furniture
Conceal reflected furniture with Flashdark and make them reappear atop enemies to kill them

The Reflected World

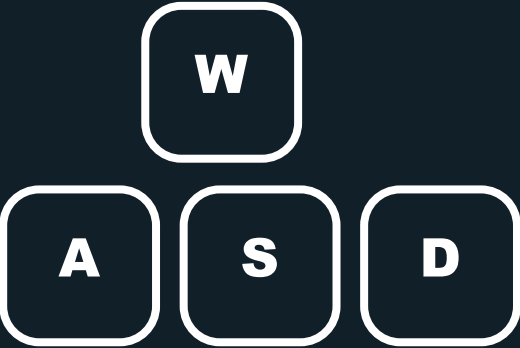
The Flipped Control
Keep in mind that the movement of Otto's reflection is mirrored!

The Malicious Toys
Otto's toys turned into monsters in the reflection. Kill them and collect the toys!

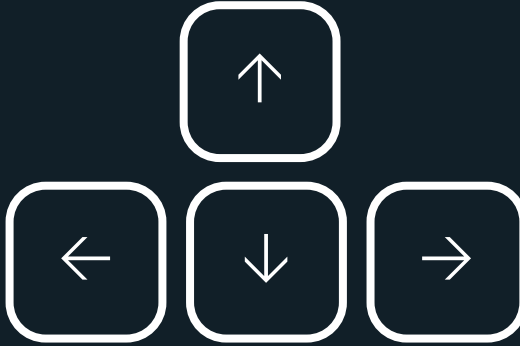


The Hidden Furniture
Furniture without direct line of sight to the mirror is not reflected. Use Flashlight and Flashdark wisely to alter the reflection!

Gameplay and Controls



Walk



Change Direction

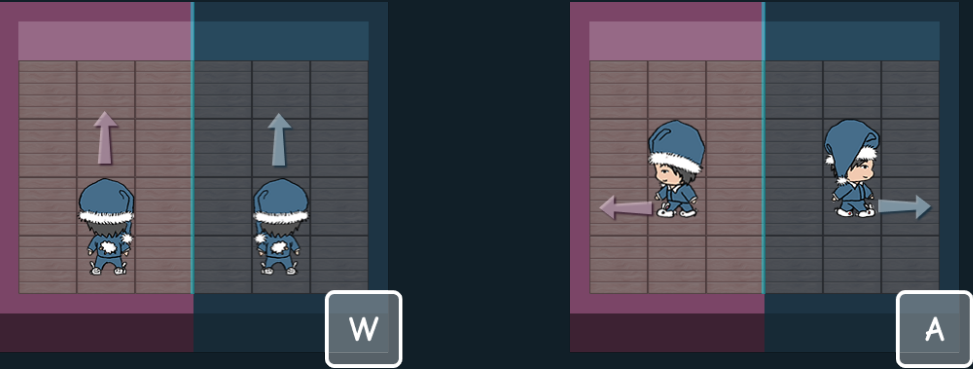


Activate Flashlight

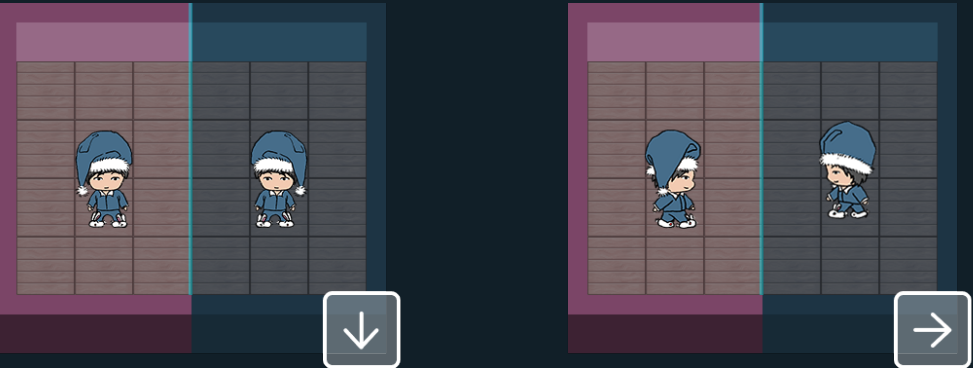


Activate Flashdark

Movement



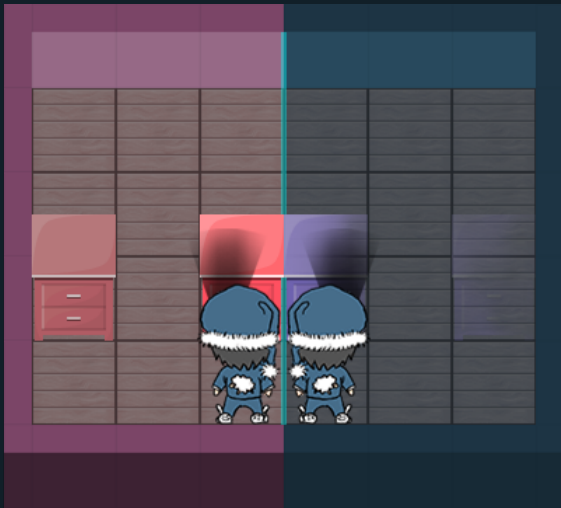
Walk



Change Direction

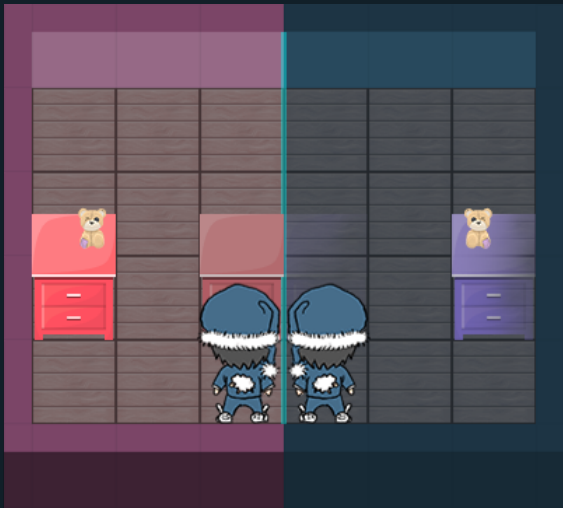
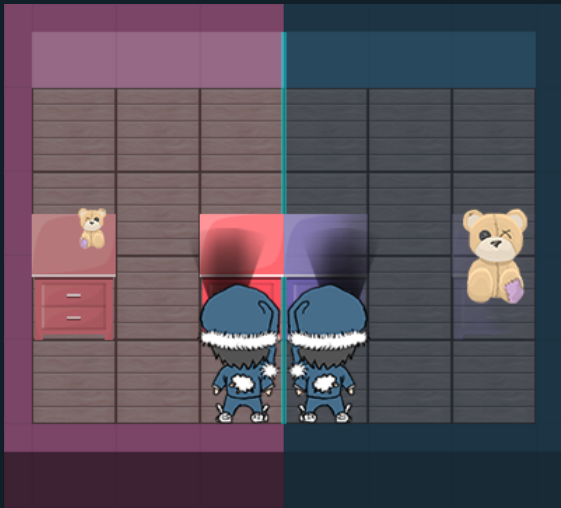
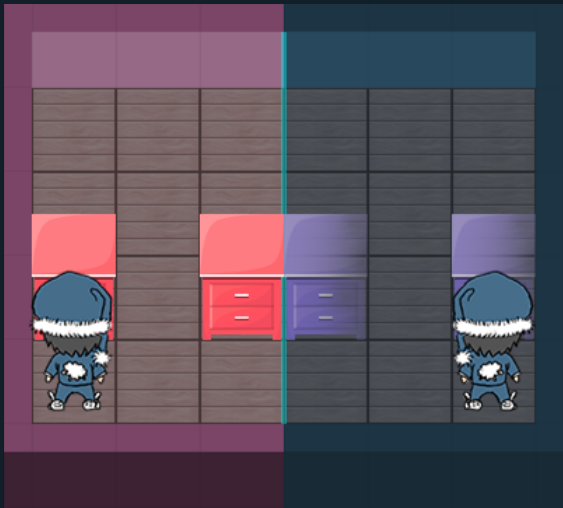
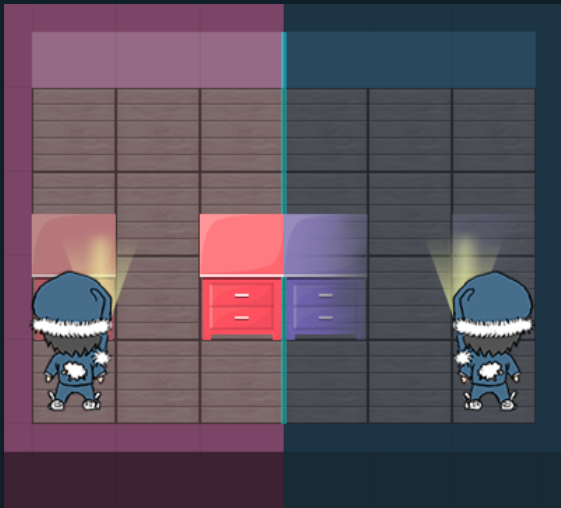
Flashlight

Flashdark



Flashlight on Shadow
Eliminate shadows that obstruct Otto's path

Flashdark on Furniture
Conceal reflected furniture in reflection to reveal blocked ones



Flashlight on Furniture
Force hidden furniture to reappear in reflection

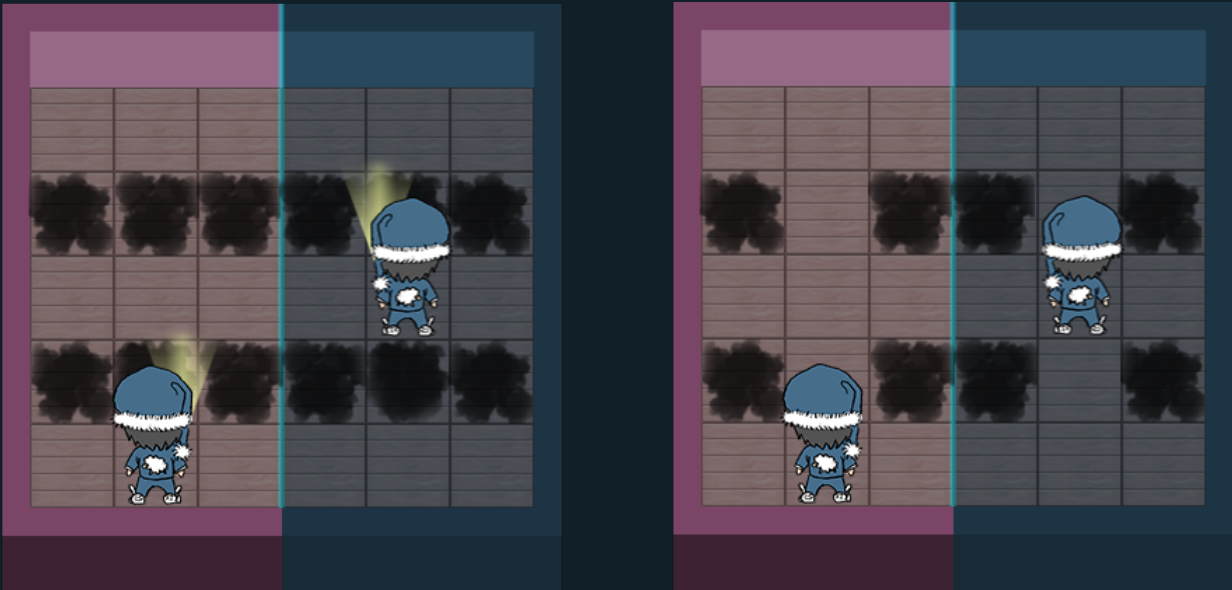
Kill with Reflection
Smash enemies with revealed furniture

Desync



Desync across shadows

Otto’s reflection can walk into shadow tiles, while the real Otto cannot. Temporarily desynchronize Otto and his reflection, allowing the two to move separately for a limited number of steps.



Use Flashlight and Flashdark in Desync

Beams from the Flashlight or Flashdark are applied separately while in Desync.

Credits



Programmers

Alison Duan
Aron Zhao
Haoxuan Chen
John Chen
Mokhtar Rajai

Designers

Rachel Moon
Shirley Ren
Yuzhen Zhang

