

# Instruction Booklet



# Duality





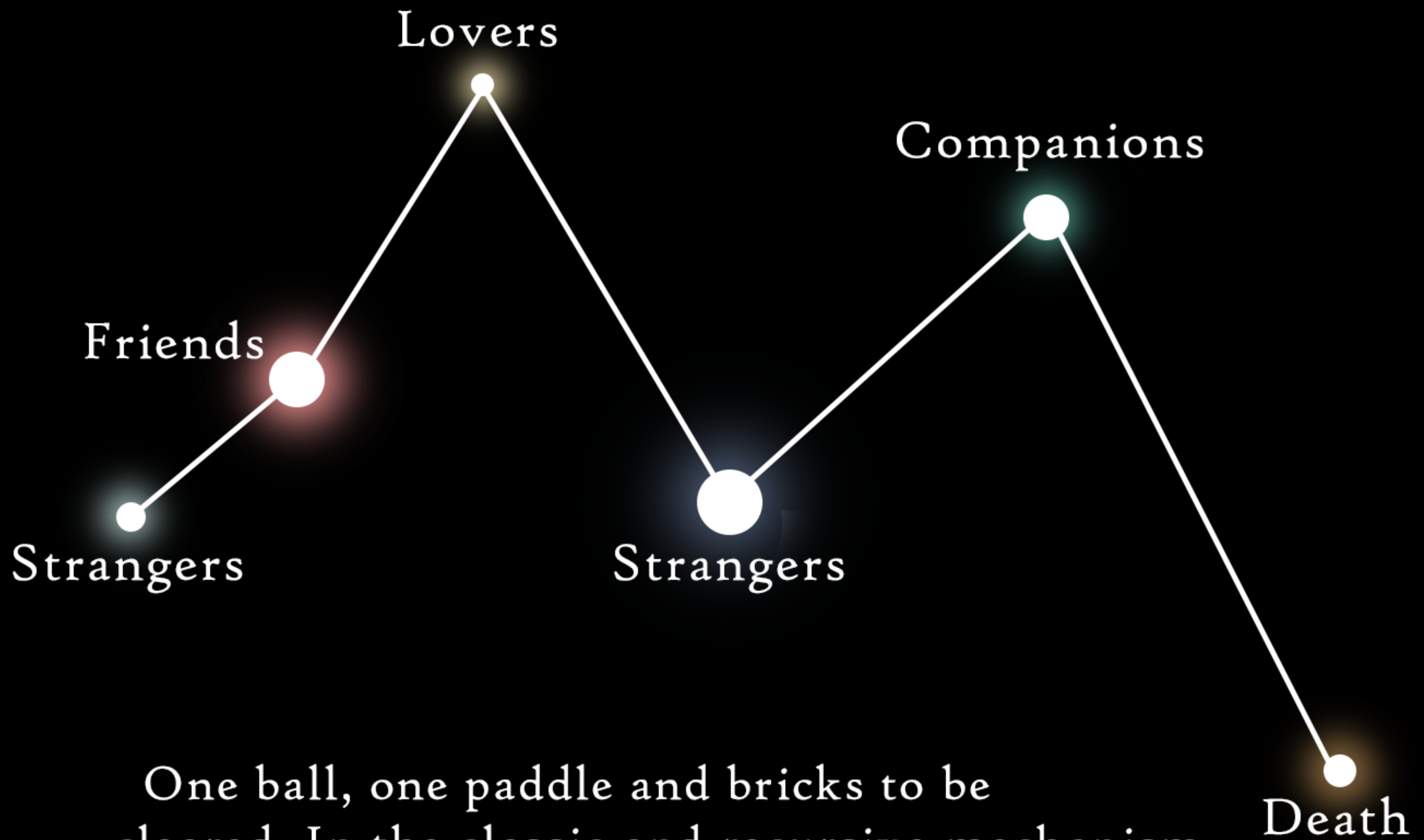
CATTUBENE

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# 1. Background Story

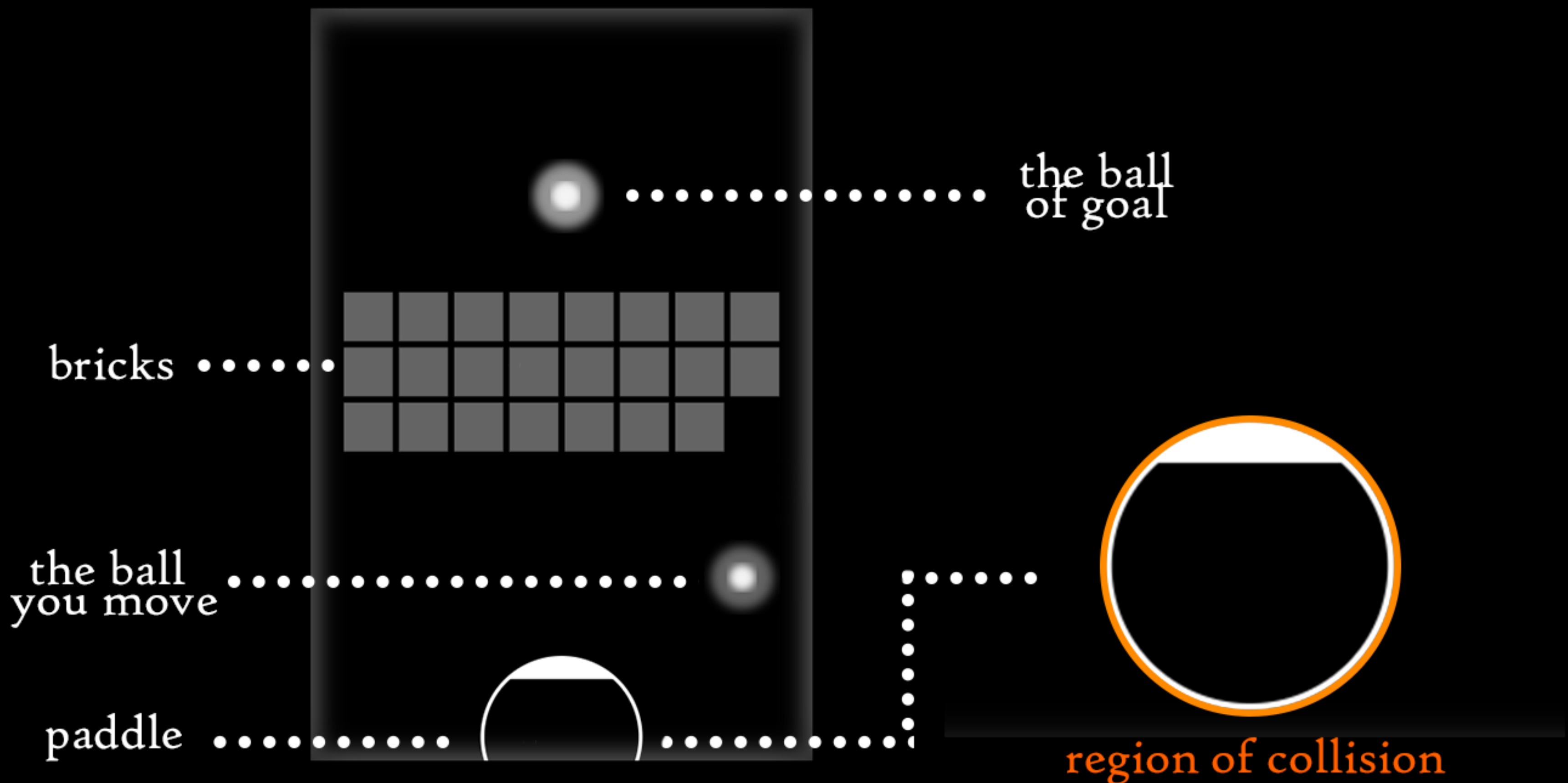


One ball, one paddle and bricks to be cleared. In the classic and recursive mechanism of pinball game, *Cattubene* interweave a story of friendship, love and mixed emotions with deeper sense.

You are going to witness how two *Strangers* met. They got to know about each other and become *Friends*. With their relationship closer and closer, they finally fall in love with each other. However, life means to drive their relationship out of control. The *Lovers* separate and become *Strangers* again. After a long time, the wound in their relationship was gradually healing. They start to renew their love and get united as *Companions*. But *Death* is a passerby too unpredictable for fortune, and they have to be apart once again.

## 2. Gameplay

### 2.1 Strangers

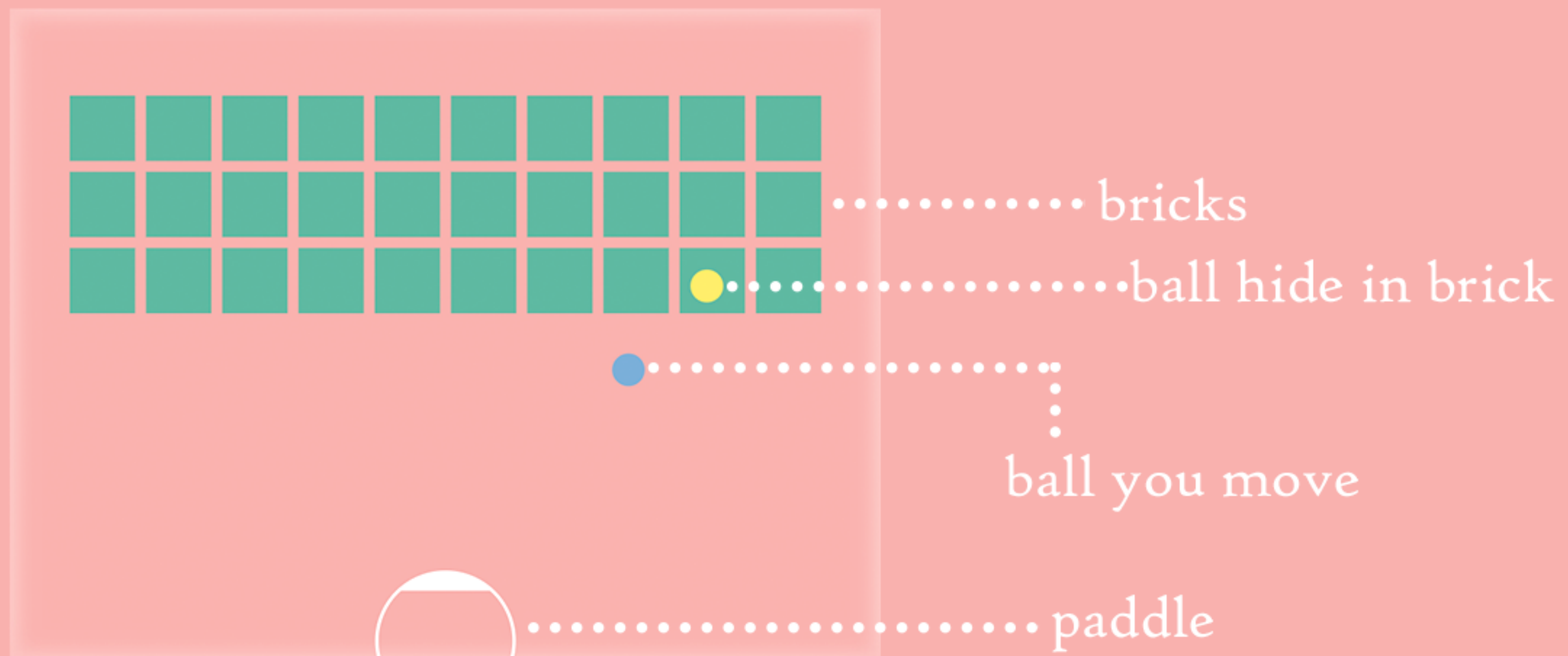


The balls are shining in front of the black background, representing two isolated individuals. The lower ball can be controlled by the player using the paddle while the upper ball hovering behind layers of bricks. The goal for the player is to use the paddle to help one ball approach close enough to the other one after hitting some bricks. When the two balls meet each other, there will be a small animation and one of the balls turns yellow, the other turns blue, saying they gain colors only after they meet.



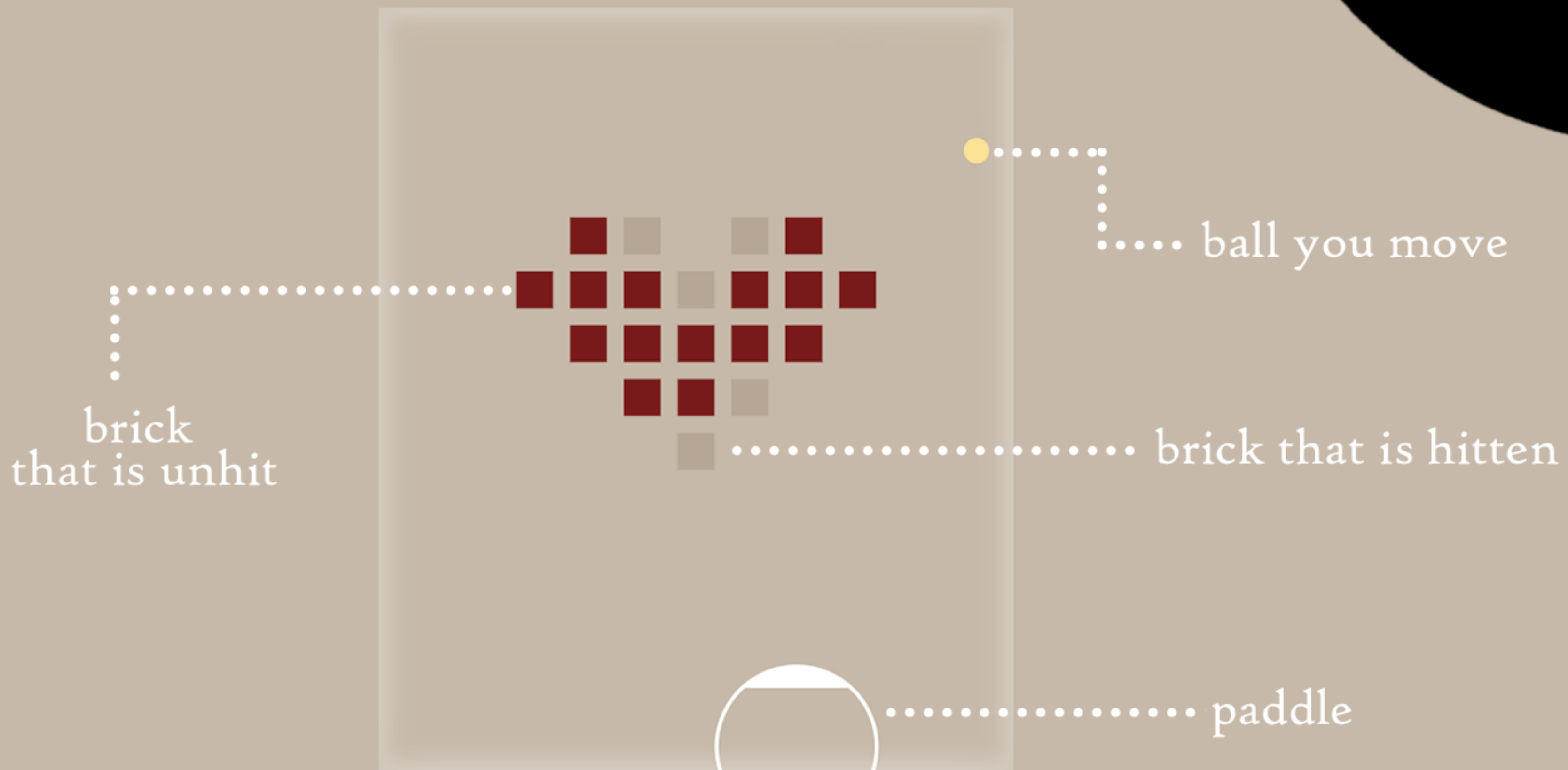


## 2.2 Friends



In this level, the background becomes rosy, indicating that the two people are approaching. The blue ball is moving under control of the player by paddle while the yellow ball is hiding in one brick. Each time the blue ball hits the brick where the yellow ball hides, the yellow ball moves into another brick. This is a “hide and sick” setting metaphor the vague period between friendship and love. Therefore, the goal for the player is to use the blue ball to hit every brick so that it will finally meet the yellow ball.

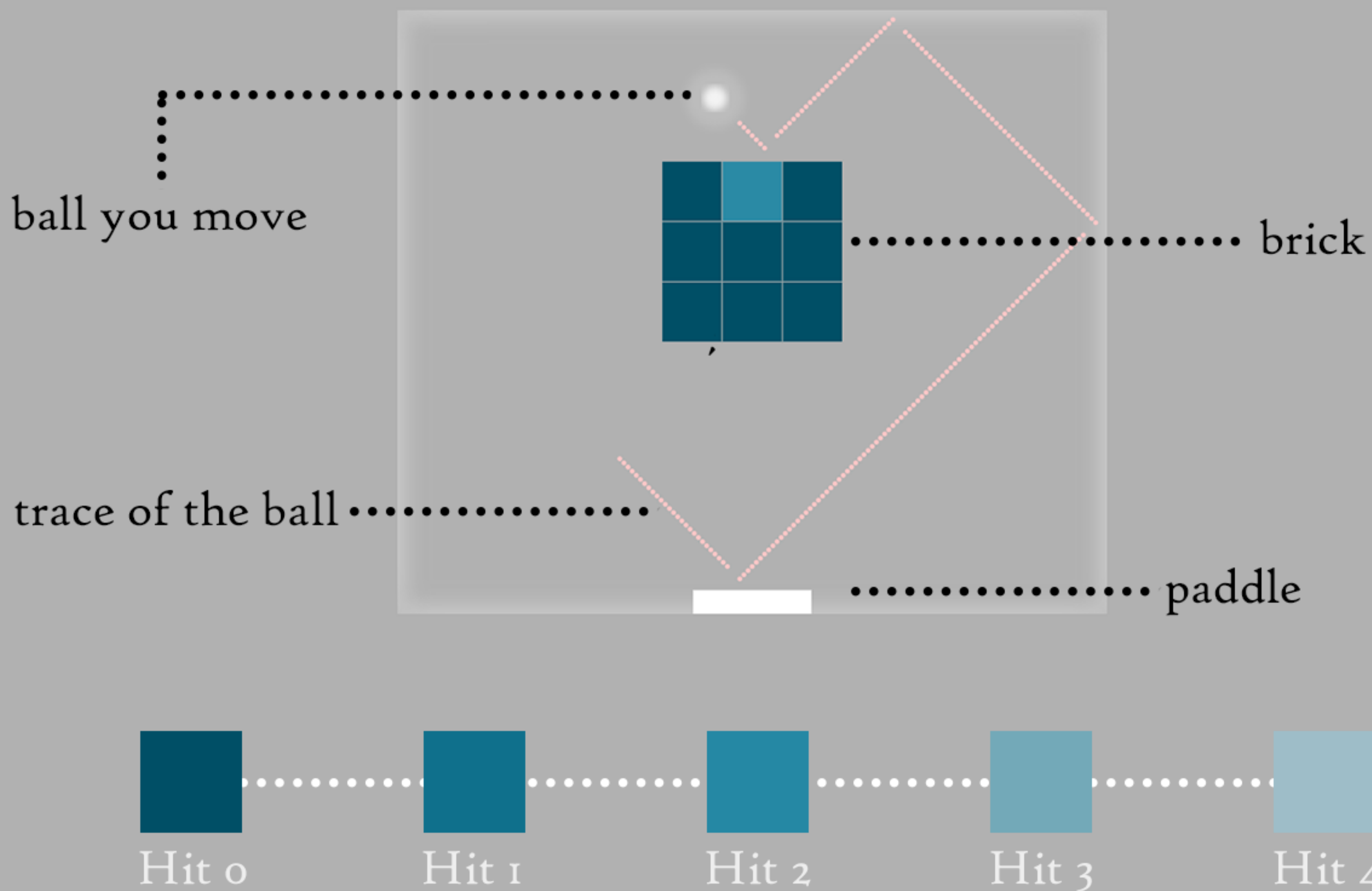
## 2.3 Lovers



In this level, the bricks are placed to be like the shape of heart, which shrink and expand like heartbeats. But as you break the bricks, you would find the speed of the ball and frequency of the heartbeat become faster and faster, and the red “heart” is becoming gray, that is how the relationship becomes out of control. The speed is designed to be too fast to win, that is, the relationship is bound to be “lost”. So the goal is to leave **less than 5 bricks** in the game space.



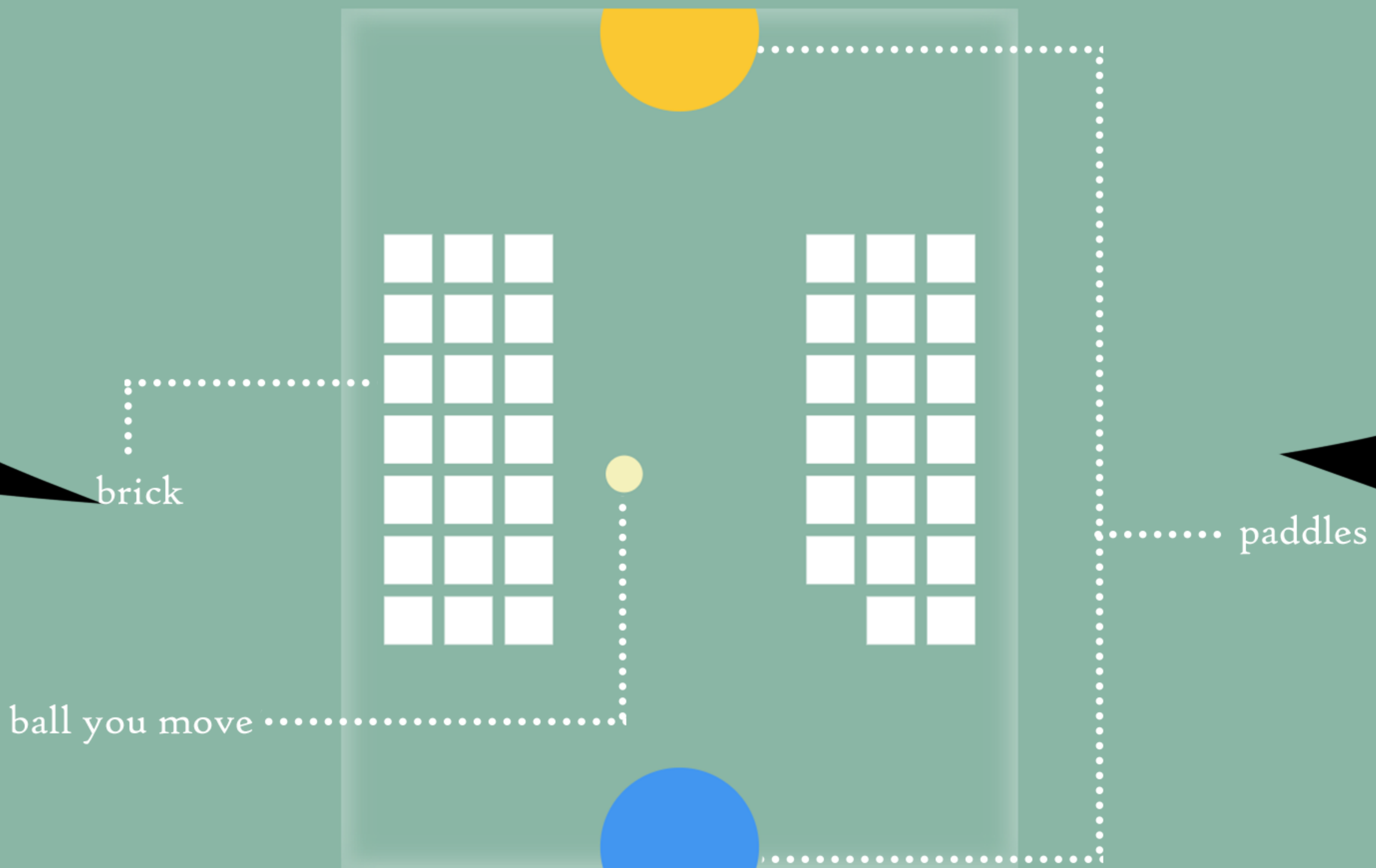
## 2.4 Strangers II



In this level, the paddle is in a classic flat shape, in order to fix the game experience as the falling points of the ball are determined: every movement of the ball corresponds to the music rhythm. At the beginning of this level, the ball, which is shining and white like the ball in Level 1, will go through a track in the shape of a heart which indicate the implicit love under “strangers”. Every brick is bound to be hit 5 times before it disappears, like hard ice. The goal for the player is to eliminate all the bricks, “to break the ice”.

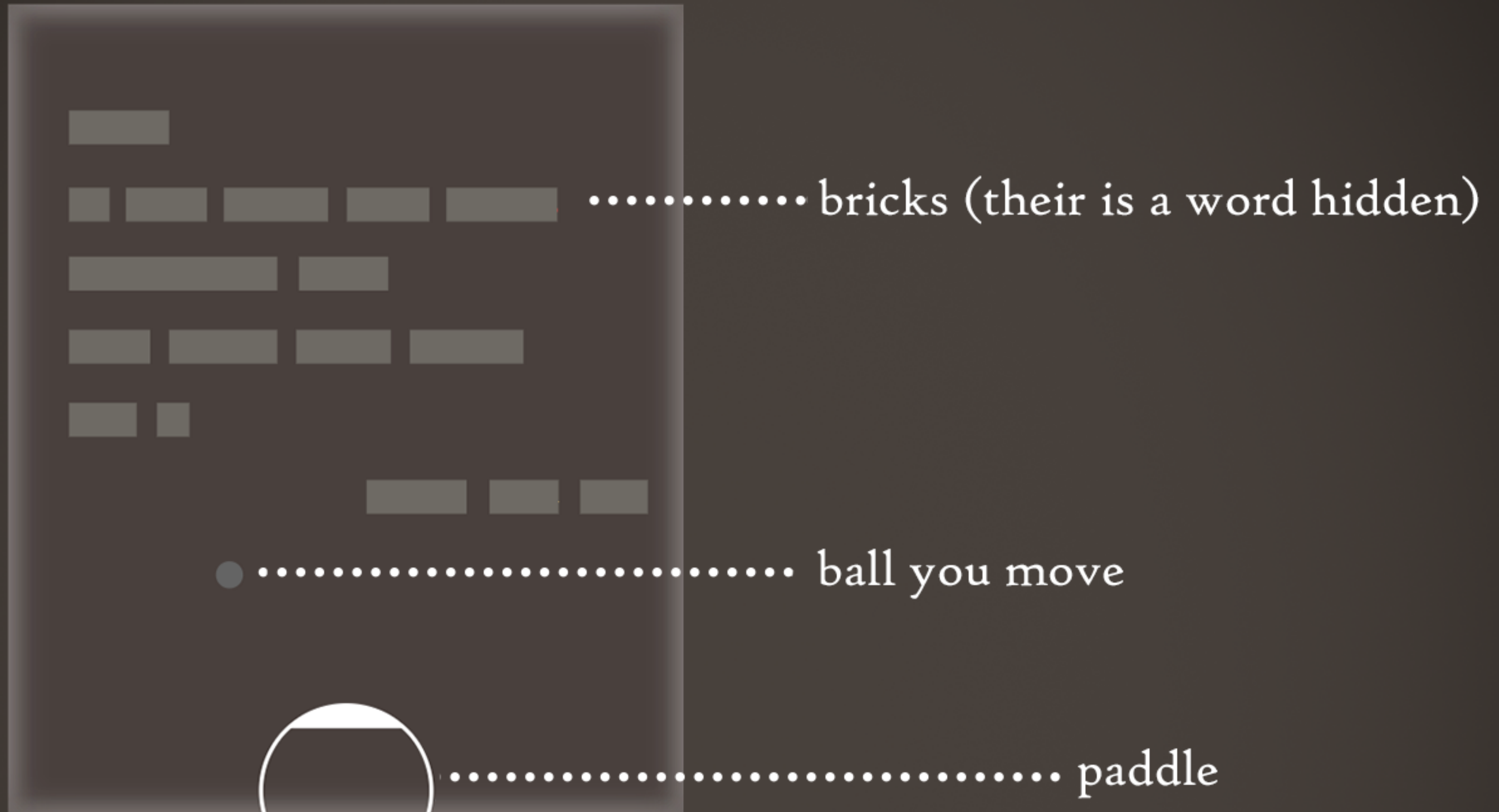


## 2.5 Companions



The two balls appear again. However, they are no longer balls but paddles instead. Correspondingly, both top and bottom is unable to bounce the ball. And two paddles moving together under the player's control. This indicates united hearts needed for the management of family. Goal: break all paddles.

## 2.6 Death



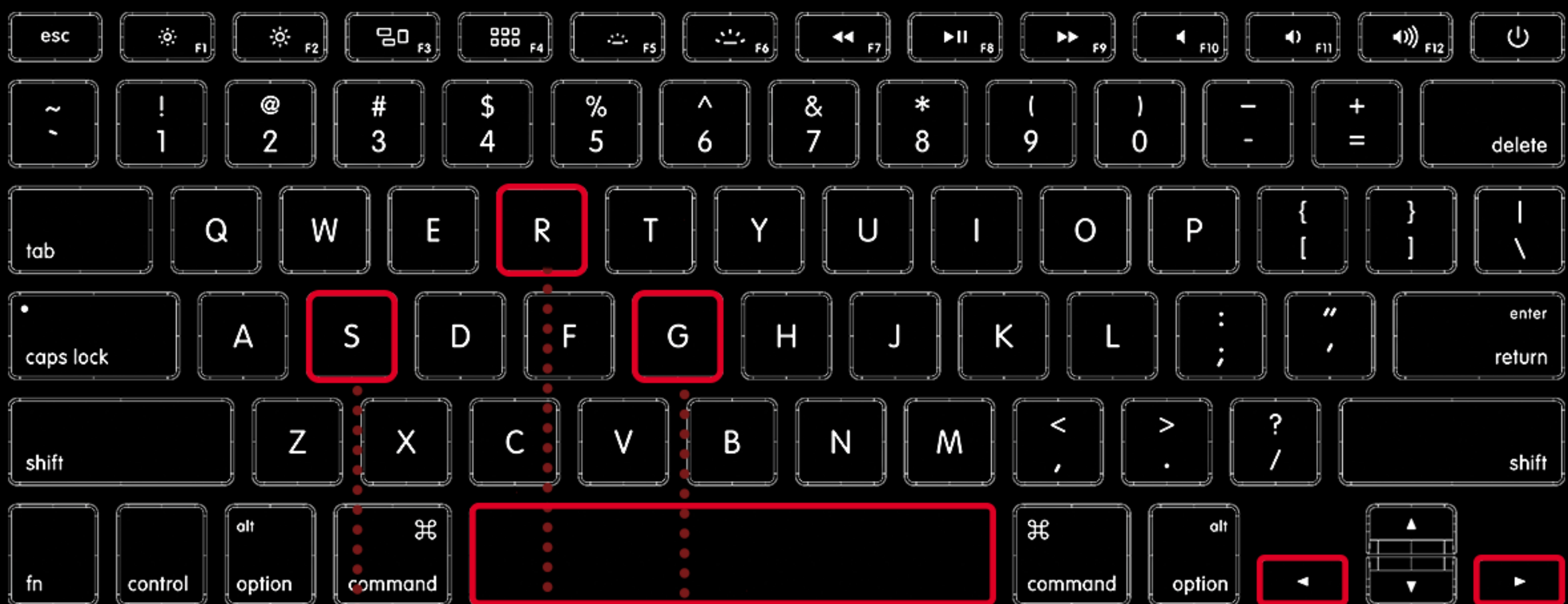
The last game space is like a posthumous paper where there is one word behind each brick. When a brick is hit by the ball, the word behind it appears. The goal for the player is to hit all the bricks and finally find the whole text, which is an excerpt of a sonnet of Shakespeare's.



# 3. Game Control

## 3.1 Keyboard Control

NB: *Duality* is a keyboard-based game,  
You basically don't need mouse for anything.



*S*: skip current level

*R*: restart current game level

*G*: God mode

( the floor would be solid for collision)

*Space*: start game/pause/resume

*Left*: move the paddle to the left

*Right*: move the paddle to the right



# 3. Game Control

## 3.2 Mouse Control



Duality.....start game

= press *Space*

Help .....open “Help”

Powered by Cattubene

jump to corresponding level



Start Strangers Friends Lovers Strangers II

Skip

.....skip current level

Paused

Press Space to continue

# 4. User Experience

## **Sensation**

Duality is designed to let the you feel something emotional and beautiful through the love story. The simple but artistic background and interface, together with the graceful music, will definitely give you a sense of beauty from our romantic love story.

## **Narrative**

Duality is a game which focus more on the part of storytelling than on the part of actual operating. It doesn't need too many game skills. It is more like a drama than a game and you are one the audience. The style of our game is flat and simple, however you can find a lot of metaphors behind the simplicity, which help you understand the plot of the story step by step. Our story has a great sense of narration, and the romantic atmosphere created by our music and background style can immerse you in the process of gradually exploring the life story of our two.

## **Submission**

Duality has a simple and repetitive game mechanic, which is easy to play and easy to pass through levels, therefore it can be a game of pastime. tive game mechanic, which is easy to play and easy to pass through levels, and suitable for pastime.

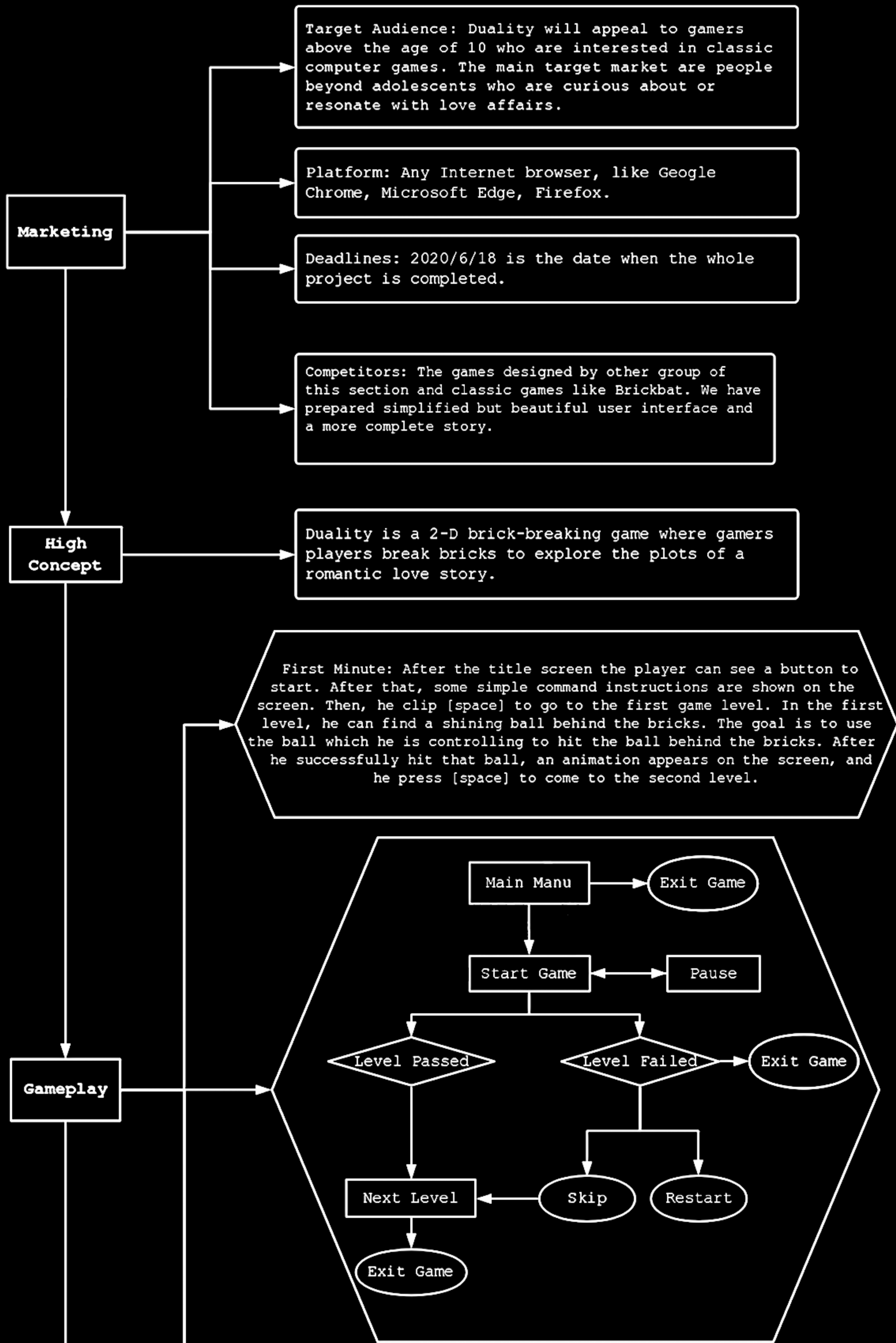


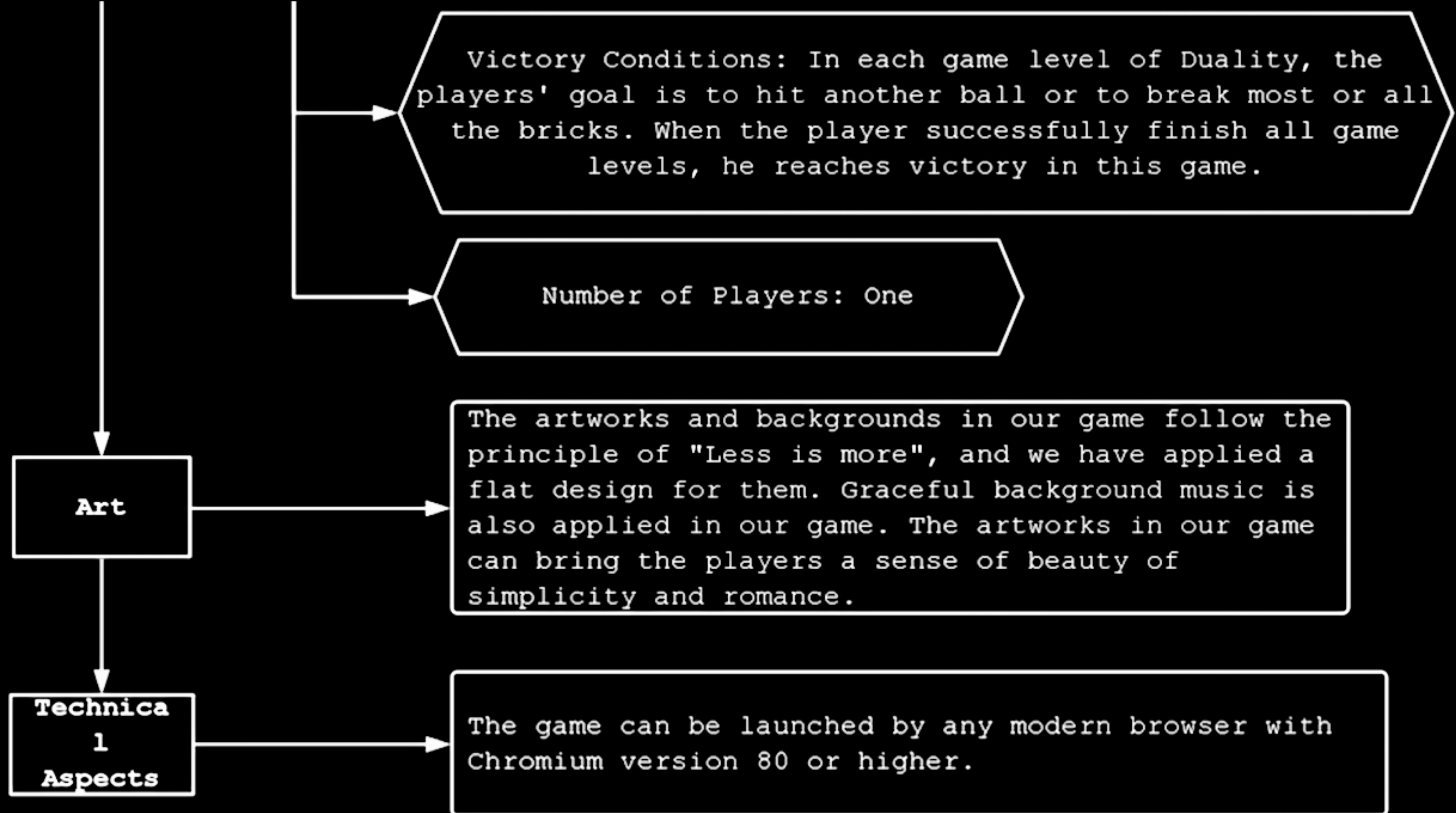
## 5. Original Elements

1. We have set different game levels, and each level has a unique story to tell. The stories of different levels are set to be coherent, which are the plots of a complete story.
2. We have added various animations throughout the game to beautify our game and make our storytelling more fluent.
3. We have added different shapes of paddles instead of just rectangles. The paddles can even be like a ball in some game levels, which can absolutely add more fun to our game.
4. In some game levels, there are 2 paddles or 2 balls instead of one. The balls are given anthropomorphic meaning, where they represent the pair of lovers.
5. The backgrounds in our game are no longer gray at all time. We give different backgrounds to different game levels to create the atmospheres which can suit the stories in different game levels.
6. Some interesting settings are also applied in our game to better suit the plots of the story, like in one game level, the player may find that he is dealing with two balls and an extra paddle is hidden; in one game level, the game is set to be extremely hard so that the player must fail, which leads to the next plot.



# 6. Concept Diagram





# 7. Acknowledgement

## Background music

*To the Moon* and *Finding Paradise* albums by Kan R. Gao

*November* by Endless Melancholy

*Blower's Daughter* by Damien Rice

## Font

*High Tower Text* designed by Tobias Frere-Jones.  
Produced by The Font Bureau, Inc.

## Literature

*Sonnet 71* written by William Shakespeare

*Lenore* written by Edgar Allen Poe