SUPERNOVA

GAMES

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User's Manual

'In-Between'

Game Title: *In-Between*

Version: v1.0.0

Developed By: Super Nova Games Productions

Engine: Unity

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1. Overview

In-Between is a fast-paced, 2D arcade rogue-like game that challenges players to navigate eerie, procedurally generated dungeons. Inspired by *The Binding of Isaac*, the game blends intense combat, surreal environments, and emotionally driven storytelling. Players face grotesque enemies, collect powerful upgrades, and explore a mysterious realm filled with secrets.

2. Story / Background

You are a soul trapped between life and death. Caught in limbo, your memories are fragmented and distorted. In a realm filled with symbolic monsters and shifting mazes, you must fight to reclaim your lost identity. Each level reveals a fragment of your story, inching you closer to redemption—or destruction.

3. Game Objective

The goal is to survive each dungeon level, defeat bosses, and progress through the liminal world to uncover the protagonist's truth. Players must collect items, upgrade their abilities, and adapt to increasingly difficult challenges.

4. Controls

Keyboard:

- Move: W / A / S / D

- Attack: Arrow Keys

- Use Item: E

- Special Ability: Spacebar

- Pause / Menu: Esc

5. Characters

Main Character: The Lost One

A nameless soul with a mysterious past. Possesses adaptive combat abilities and emotional resilience.

Alternate Forms (Unlockable):

- *The Seeker*: Faster movement, less health.

- *The Redeemed*: Stronger attacks, slow recovery.

- *The Echo*: Gains random powers each level.

6. Enemies & Obstacles

- **Whispers**: Fast, weak spirits that swarm.

- **Griefspawn**: Emit damaging auras.

- **The Forgotten**: Slow-moving, high-health enemies.

- **Mirror Fiends**: Mimic your movements and attack patterns.

- **Bosses**: Appear at the end of each level, each with unique mechanics.

7. Items & Power-ups

- **Heart Fragment**: Restores health.

- **Tear of Light**: Boosts damage.

- **Echo Blade**: Allows piercing attacks.

- **Cursed Candle**: Damages enemies in proximity, but slowly drains your health.

- **Soul Ward**: Temporary invincibility.

8. Levels & Progression

Each level is procedurally generated and themed (e.g., Memory Halls, Regret Vaults, Desire Catacombs). After clearing a level, players choose a portal path—each with different difficulty and reward possibilities. Boss rooms conclude each stage. Hidden rooms and lore fragments are scattered throughout.

9. Scoring System

- **Enemies Defeated**: +10 pts each

- **Rooms Cleared**: +25 pts

- **Secrets Found**: +50 pts

- **Boss Defeated**: +100 pts

- **No Damage Bonus**: +75 pts per level

High scores unlock cosmetics, alternate forms, and bonus content.

10. Tips & Tricks

- Always check for hidden rooms—walls with cracks often conceal secrets.

- Prioritize dodging over attacking. Survival is key.

- Use items strategically—some have cooldowns or drawbacks.

- Learn boss patterns before committing to an attack.

- Experiment with item combinations for synergy.

11. Troubleshooting

Game won't start:

- Ensure your system meets minimum requirements.

- Try restarting your computer.

- Reinstall the game if issue persists.

Controller not working:

- Ensure it's properly connected before launching the game.

- Use Steam Input or native Unity input settings.

Lag or performance issues:

- Lower the graphics settings in the Options menu.

- Close background applications.

Bug Report:

Please email [support@inbetween-game.dev] or use the in-game Feedback menu.

12. Credits

- **Game Design & Programming**: Uday Singh, Braydyn Proctor, Dax Collins, Zachary Haynie, Gabriel Roy, Liam Garner

- **Art & Animation**:

- **Music & Sound**:

- **QA & Testing**: Dax Collins

- **Special Thanks**: Unity Community and all early testers.

Thank you for playing 'In-Between'. May your journey bring light to the shadows.