



InFlux

InFlux - Windows Build 290813 - Readme

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InFlux is a puzzle game that mixes exploration and puzzle platforming in a series of beautiful natural and abstract environments. You are a mysterious metal sphere which falls from the sky, traversing an apparently deserted island dotted with cubic structures of glass and steel. Each glasshouse is a puzzle to be solved.

Impromptu Games is an indie game development company based in Melbourne, Australia, but involving people from basically everywhere through the magic of the interweb. It started in 2008 with a community mod project on the Penny-Arcade forums (Shotgun Sunrise) and continued to get out of hand from there.

You can check us out at <http://www.impromptugames.com>, follow us on twitter at @impromptugames, and like us on Facebook at <http://www.facebook.com/ImpromptuGames>.

How To Run This Video Game

Run InFlux\Binaries\Win32\UDK.exe, or run the game through Steam.

This game requires .NET Framework 3.5 Service Pack 1 and some other prerequisites. Steam should install those automatically. If you need to install them manually for some reason, the installer is in InFlux\Binaries\Redist.

System Requirements:

Minimum:

Windows XP SP3/Vista/7/8 or OS X for Mac

2.0+ GHz processor

2 GB system RAM

SM3-compatible video card

2 GB Free hard drive space

Recommended:

As above but with higher numbers

Controls:

You can control this game with a keyboard and mouse or a 360 controller. Note that the controller needs to be plugged in/turned on when you launch the game. All controls can be reconfigured in the controls menu.

Default KBAM controls:

W,A,S,D - Move

Mouse - Look around

Mouse wheel down - Zoom out

Mouse wheel up - Zoom in

Left click - Attract objects

Right click - Repel objects

Space bar - Boost (available after third glasshouse)

Escape - Pause

Default 360 Controller controls:

Left analog stick - Move

Right analog stick - Look around

Right trigger - Attract objects

Left trigger - Repel objects

Left/Right bumper - Boost (available after third glasshouse)

Click left stick - Zoom out

Click right stick - Zoom in

Known Issues:

-In the first two chapters, alt+tabbing or changing resolution while outside a glasshouse will break the terrain rendering for a while. Unfortunately, this is beyond our capacity to fix.

Workaround: Only alt+tab when you're in a glasshouse. Once you pass the first two chapters, this problem goes away entirely.

Useful things:

-If you get stuck, use the "Last checkpoint" button in the pause menu.

-Concept art in the menu gets unlocked as you progress through the game.

-There are three easter eggs in the game. CAN YOU FIND THEM ALL?!?!?!?