

Backbeat Quickstart Guide

The game

Backbeat is a character-based strategic puzzle game built on musical resource rules. You play as a band trying to navigate a number of challenges on the road to fame. You must solve environment puzzles under a series of resource constraints. Dynamic obstacles like guards, static ones like doors, and rules about when/how you move make the difference between a merely passing (C) and excellent score (S+).

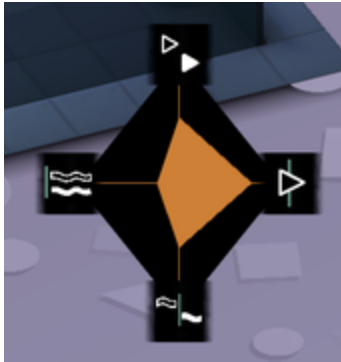
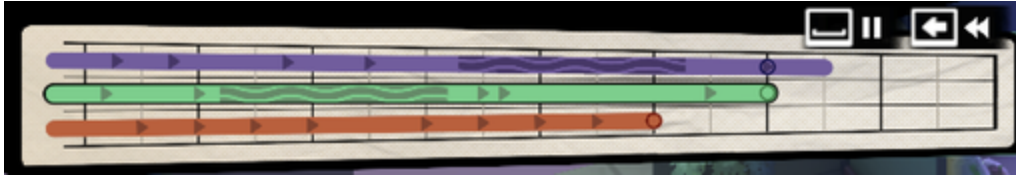


Fig 1. The timeline (upper) and music resource meter (lower) are used to indicate your remaining resources.

Use the TIMELINE in the upper left hand corner of the screen to view your remaining turns and windows of object interaction (for example how long a door will be open). Look at your musical resource meters when previewing a move with the stick to see how the orange graph's axes expand and contract. If the timeline is filled before you reach the goal, or any of the orange bars reaches zero, you cannot continue.

After clearing a level, listen to a replay of your moves. Return to stage select with the menu button after finishing a level and proceed with the next. Some levels will auto-advance to the next.

Scoring

There are a number of musical resource systems that are introduced as you play along the storyline which decide what score you'll get after finishing a level. An example of this is STAGGER which is introduced in Callahan's Bar. The way STAGGER works is that if one character turns left or right on the map at the same time as another does, the music starts to feel artificial and not natural enough. The STAGGER resource decreases with each concurrent pair of character direction changes. When you are out of STAGGER the character won't be able to move further and you'll have to REWIND and try another path. If you manage to place your changes in direction for each character during different points on the TIMELINE, STAGGER will increase and you will get a higher score as a result.

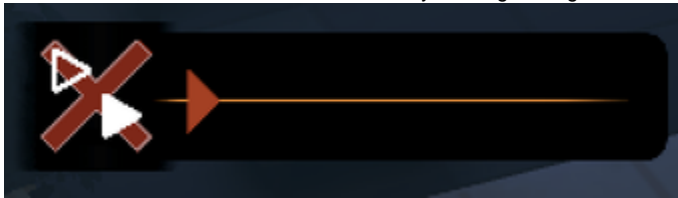


Fig 2. In this picture, the player has run out of STAGGER resource due and cannot continue

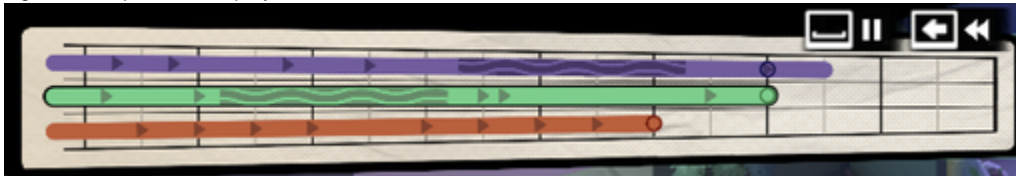


Fig 3. Points in time where the characters have changed direction are marked with triangles. If two triangles are on top of each other in the TIMELINE, STAGGER decreases at these points. Triangles which do not overlap produce increases of the STAGGER resource.

Controls

Backbeat supports Keyboard, Xbox controller and DualShock controllers. Note there is no mouse support currently.

Action	Keyboard	Xbox	DualShock
Choose character direction	WASD (hold)	Left Stick (hold)	Left Stick (hold)
Move the camera and change menu selections	Arrow keys	Right Stick	Right Stick
Confirm movement or POWER-MOVE /Interact/Continue in Dialogue, and menu options.	Enter	A	X Cross
REWIND a move (i.e. undo the previous turn with the selected character)	Backspace	B	O Circle
Use the REST mechanic (i.e. the character will stand still for a movement turn)	Space	Y	Triangle
Start the Playback mechanic if available	R	X	Square
Switch between characters if multiple are available	Q/E	LB/RB	L1/R1
Pause the game	Esc	View/Back	Options
Brings up the tutorial during gameplay if there is one	T	Menu/Start	Touchpad
Change from regular movement to power move, if available	Shift (hold)	Left Trigger (hold)	L2 (hold)

Requirements

Aside from the minimum OS requirements visible on the Steam store page you also need a working sound card. On certain computers speakers /headphones need to be connected for the software to recognize that there is a sound card or the game will not run.

Language and resolution

Supported language and screen resolutions are available to configure in the OPTIONS menu at the beginning of the game.