



**INSIDE**

**MY RADIO**



**QUICK GUIDE**

## RULE N°1

### DON'T PLAY ON MUTE



## CONTROLS

By default your character doesn't move and beats to the music's tempo : he can freely move left and right. Gravity is normal and when falling, he has an « air control » allowing to easily move during the fall. A music is played when the character moves, always tied to the world music and rhythm.

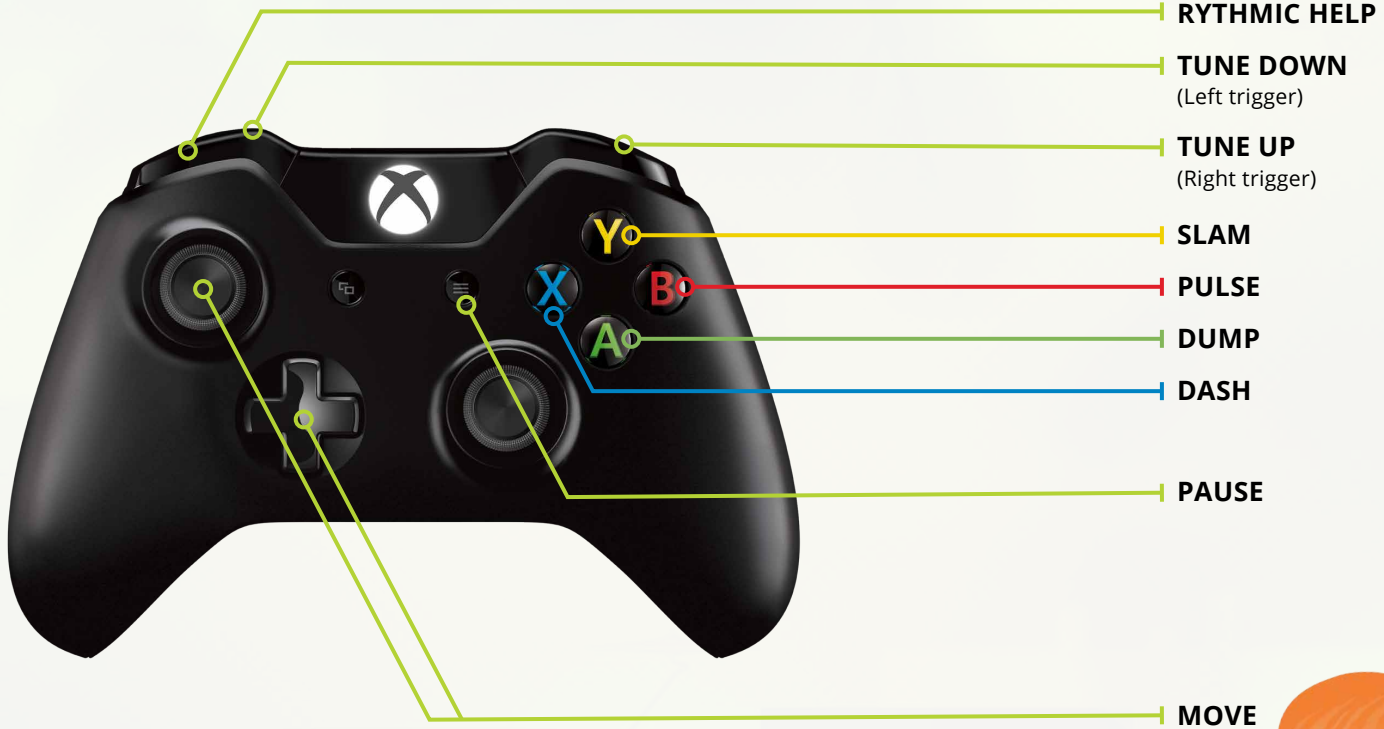
Any other actions like dashing, jump and pulsing has to be done following the tempo:

- **TO JUMP:** Player need to press the button when the rhythm beats. A visual and a sound feedback are played when jumping, synchronized to the beat.
- **WALLJUMP:** While stuck to the wall, he can perform a « wall jump », if button pressed on the beat. Character has a two beats window to wall jump. He can stick again to a wall after the wall jump in order to climb.

- **DOUBLE JUMP:** This jump has the same characteristics than the normal jump, but it can only be performed when on top of a normal jump. Player cannot perform a double jump after a first one. To do another double jump, player needs to touch the ground or a wall.
- **DASH:** The dash is a fast horizontal movement of the character. Dash has to be done on a beat, with a timing similar to the jump, and can destroy obstacles.
- **SLAM:** When in the air, player can perform, with a beat timing of course, an attack going down : the slam. With this slam, the character crashes to the ground at the next beat, destroying some obstacles.
- **RHYTHMIC HELP:** For the less beat-sensitive of us, a GUI help bar is possible to active to show players when to press a button to perform an action. When playing with a controller, it vibrates following rhythm of the game.



# CONTROLLER LAYOUT





# KEYBOARD LAYOUT

**DUB LEVEL:  
tune up  
or down**



**MOVE  
JUMP  
SLAM**

**DASH**

**MOVE  
JUMP  
SLAM**

**DUB LEVEL:  
tune up  
or down**

**ON/OFF  
rhythmic help**

**PULSE**

## GAME MODES

- **"NEW GAME"** will start the story and erase any previous progress made before
- **"CONTINUE"** will resume a previous started game
- **"CHOOSE A SONG"** will let you replay a level finished in the main story
- **"TIME ATTACK"** will let you play a level finished in the main story with Time Attack configuration

In Time Attack mode, you have a limited time to finish the level. You have to collect time-bonus within the level to get additional time. Also, if you miss to perform an action on the beat, or if you die, you will get a time penalty.

There is a score system: every action successfully done will increase your score multiplier! Be sure to always hit the beat and you have a fantastic score.

## INSIDE <sup>MY</sup> RADIO

- **“TRAINING”** is the tutorial if you want to train again to be in rhythm
- **“OPTIONS”** let you customize:
  - If you want vibrations to be activated or not when playing with a gamepad
  - Turn on rhythmic help automatically
  - Choose if you want vibrations or visual only, or both for the rhythmic help when playing with a gamepad
  - Fully rebind controls
  - Adjust Audio and Video settings





 **SEAVEN**  
STUDIO

 **ICEBERG**  
INTERACTIVE