IN THE DARK 2

Gunpy Function

PEARACIDIC GAMES

ModRetro has carefully assessed
this product, confirming it meets
our exacting standards for quality
craftsmanship, reliability, and
unadulterated fun.

OFFICIAL
MODRETRO
PRODUCT

CONTENTS

PROLOGUE

Our mission was to investigate a distress beacon on a cruiser-class starship in the Rigel System. The derelict ship was quiet, with no signs of life. The doors were sealed shut behind us. Its AI computer had led us into a trap!

Tax, my First Officer and friend of many years tapped into the ship's neural network hoping to learn more about this rogue AI. We would need to manually override the ship's security measures if we were to make our escape...

Working for hours, I completed the steps necessary to override the blast doors. But they did not open. The ship's AI had tricked us into arming its self-destruct protocol, an executive function it could not initiate itself.

It had been infected with a virus designed to target the Federation's chief Neural Core specifically. If this virus were to infect the Federation's core network, it would mean the end of intergalactic travel.

Communication across planetary systems would be impossible, turning our galaxy-spanning civilization into mere island settlements.

Disconnected... And alone.

The ship was asking us to destroy the virus and itself along with it. In doing so, it would be saving the lives of billions. As the self-destruct sequence began, it opened the blast doors so we could make our escape before the impending destruction.

But Tax had synced his own neural network to the ships. The virus was a part of him now. He could not escape along with us... He elected to stay on the ship and make the ultimate sacrifice. There was nothing we could do to save him. My crew and I left Tax and fled...

The Federation would hold a service but ultimately Tax was just another name to add to their never-ending 'KIA' list.

To me, I had lost a dear friend...

Diary entry of Captain Ikalo Pann, star date: 19659.12

GETTING STARTED

Use the Main Menu to choose a Game Mode, access Game Options, and view unlocked cutscenes via "view logs" or in-game Story and Challenge Mode Achievements status.

CONTROLS
- Use the D-pad to navigate the menu.
- Press the A Button to make a selection.

OPTIONS

SELECT THEME
- Select one of twenty unique Themes to enjoy in Free Play or Challenge Mode.
MUSIC
- Toggle the Music on or off.
SFX
- Toggle the Sound Effects on or off.
ERASE DATA
- Erase Game Data
## CREDITS
- View the Credits
BACK
- Return to the Main Menu

GAME MODES

STORY MODE

Play through 200 curated puzzles in order to apprehend the creator of a devastating virus that threatens to destroy the Galactic Federation.

Unlock unique themes to enjoy in Free Play and Challenge Mode. Play a series of optional Top-down Shoot'em Up Missions via the Flight Training Simulator located on the Leviathan.
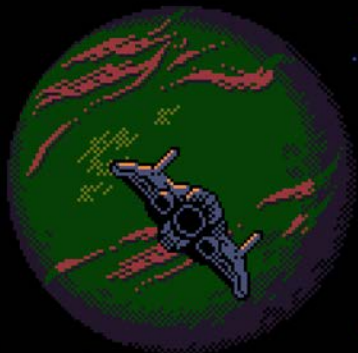
FREE PLAY MODE

Play over 1000 puzzle combinations at random using any unlocked theme variant of your choice.

Choose from either a 4x4 or 5x5 grid size, as well as a normal or hard difficulty mode.

CHALLENGE MODE

CHALLENGE MODE	
Number of Puzzles:	05 10 15
Difficulty:	NORMAL HARD
Grid Size:	4x4 5x5
Resets Allowed: 10	★ ☑
BACK THEMES SELECT	PLAY

CHALLENGE MODE

Attempt to Par 5, 10 or 15 puzzles in a row from a random pool of over 1000 layouts using any unlocked theme variant.

Depending on the number of puzzles selected, a limited number of *puzzle resets* are available per run.

Challenge Mode offers a number of achievements to unlock unique to the parameters in set in the menu.

TIP

If an achievement has been unlocked for that combination of settings, a 'tick' will appear.

PUZZLE GAMEPLAY

Each puzzle consists of a 4x4 or 5x5-sized grid of lights. Your objective is to turn off all the lights in the grid. Turning a light on/off will flip the state of a light adjacent to it.
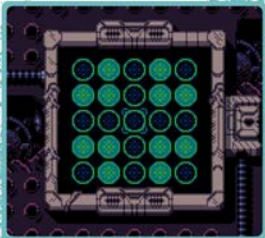
PARS

Solving a puzzle optimally will achieve a Par score. Complete Pars in Story Mode to unlock a variety of Themes.

CONTROLS

D-Pad

Move the cursor to navigate the grid layout

A

Switch the state of a light.

Select

Quick reset puzzle.

Start

Open Pause Menu.

B

Undo the most recent move.

STORY MODE

Captain Ikalo Pann and her crewmates will travel to various locations throughout the galaxy during their mission. While on planet, you can access the Starship 'Leviathan', explore your surroundings, or interact with a nearby Puzzle Terminal to gain access to that planet's puzzles and work towards unraveling the mysteries presented in Story Mode.

TERMINALS

A Puzzle Terminal contains 10 sets, each containing 10 puzzles. If a set has been completed, a "tick" will be displayed to the right of that set. If a set has been 100% parred, a "P" will also be displayed.

CONTROLS
- Use the D-pad to control Ikalo.
- Press 'A' to interact with crewmates or points of interest.

THE LEVIATHAN

Interact with the 'SAVE' monitor to save your game or quit to the Main Menu.

Interact with the bridge to the far left of the Leviathan to access the Galactic Map.

GALACTIC MAP

Once you have found more than one galactic coordinate, use the Galactic Map to travel to various locations in the galaxy to continue your mission.

CONTROLS
- Use the 'D-pad' to navigate the Galactic Map.
- Press 'A' to select a planet to travel to.

FLIGHT TRAINING SIM

At a certain point in Story mode, you will unlock the Flight Training Simulator. These Top Down Shoot'em Up Missions chronicle some of the past missions of Captain Ikalo Pann. Interact with Cadet Mandella at the dining table on the Leviathan to access the Flight Training Simulator.

NOTE

The Flight Training Simulator requires a color device to play.

MISSION SELECT

Select your mission from the Mission Select screen. While all Missions are available to play immediately, a difficulty rating is displayed to suggest a relative challenge.

MISSION BRIEF

Each Mission has its own objectives. Complete the objective to accomplish your mission. Destroy enemies to score bonus points. At the end of each Mission, a rank from C to S Rank is given determined by how many points you scored.

All missions are a simulation of real data taken from the past missions of Captain Ikalo Pann.

TIP

To view the historical context of each Mission, select the "Historical Data" option.

Power Meter

Your Power Meter will increase when you destroy an enemy. When at Maximum power, the Leviathan will shoot a power projectile that inflicts more damage.

Lives

At the beginning of each mission, your remaining ships are displayed below the power meter. Allow yourself to be destroyed 3 times and you will fail your mission. Losing a life will reset your Power Meter.

Attack Pattern AI
(Predicts what the enemy will do next)

Power Meter

Lives

Score

Score

Your current score is displayed at the bottom right of the screen. Upon completion of your mission, your accuracy will be scored and added to your mission score to give you a final ranking.

CONTROLS

(FLIGHT TRAINING SIM)

D-Pad

Control the Leviathan.

A/B

Fire lasers.

Select

Quit out of Mission (from Pause Menu).

Start

Pause game.

HINTS

- When solving puzzles, trial and error can be a slippery slope towards frustration. Remember to use the Undo Feature by pressing 'B' during play.

- If you want an extra challenge, view the Story Mode and Challenge Mode Achievements via the Main Menu. Each achievement outlines its requirements when selected.

- Focusing on a high Accuracy Score Bonus is essential when attempting to S Rank the Shmup Missions.

CREDITS

CONCEPT
Bryan Taylor (Pearacidic)

GAME DESIGN
Tom Lockwood (Gumpy Function)

PROGRAMMING
Bryan Taylor

ART
Tom Lockwood

MUSIC & SFX
Beatscribe

STORY
Tom Lockwood
Bryan Taylor

DIALOGUE
Tom Lockwood

PLAYTESTING
Mr. Blinky   2bitCrook
Mike Leisz   Duckie

COVER ART
Ailant D

MANUAL DESIGN
Tom Lockwood

SPECIAL THANKS
Chris Beach
The Mod Retro Team

NOTES

NOTES

CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.

⚠ WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:
- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.

⚠ WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:
1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

CHROMATIC

MODRETRO