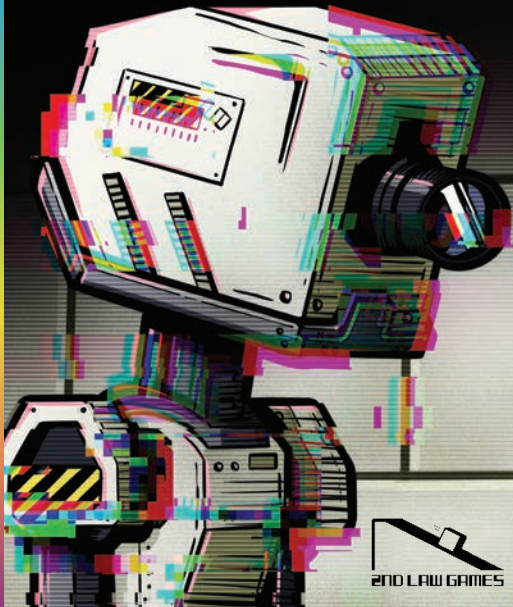



INSTRUCTION BOOKLET

MODRETRO **CHROMATIC**

# SELF SIMULATED



  
2ND LAW GAMES



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

OFFICIAL

**MODRETRO**  
**PRODUCT**

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# What happened?

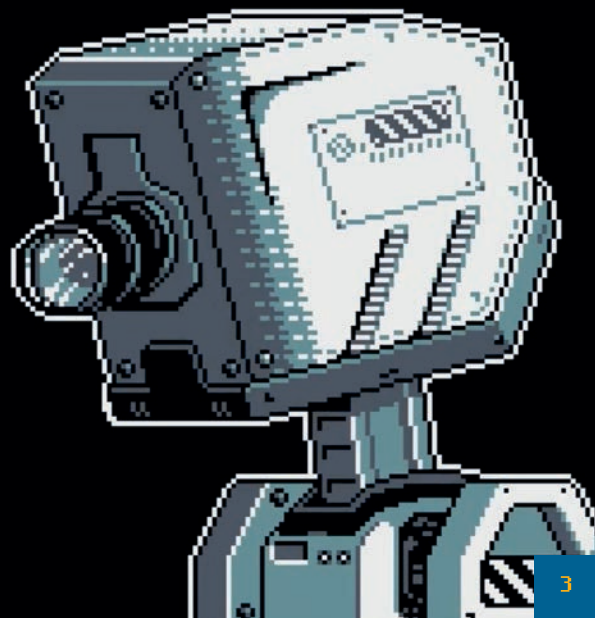
**You were in a severe accident. Fortunately, your entire mind, including all your memories, were mapped and saved before the incident.**

**This data, essentially you, has now been transferred into a humanoid robotic body, which you control.**

However, most of your memories, as well as what exactly happened and why the accident occurred, are locked behind a code. M.A.C.R.I.S. cannot access these memories, and you cannot recall the code yourself.

To unlock this information, you must synchronize fully with your new robotic body. This synchronization happens automatically as you progress through and complete various stages.

who am I?

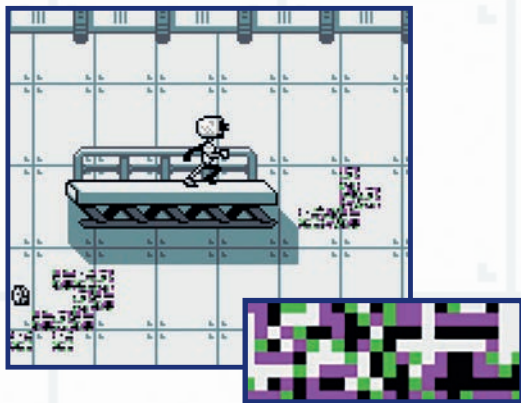


# M.A.C.R.I.S.

The Memory Alignment and Cognitive Recovery Integration System, or simply “**M.A.C.R.I.S.**”, is the AI system that runs the facility. It will communicate with you, provide tips, and guide you through the facility.

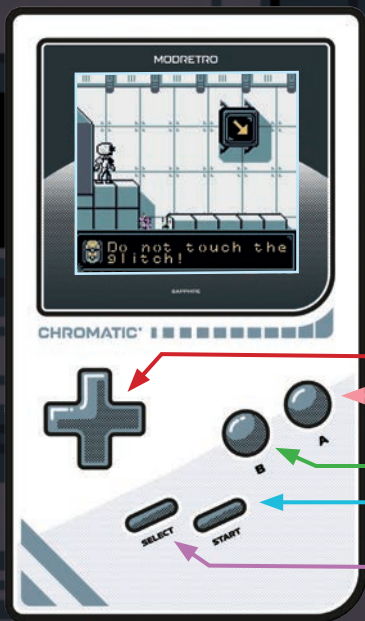


# The Glitch



Glitches are areas intentionally created by 'M-Iss1-NgN-0,' a helper program of M.A.C.R.I.S., to serve as additional challenges within the stages. Overcoming them aids in synchronizing your robotic body. If you touch a glitch, you will be rebooted. This can be disabled by activating the anti-glitch assist setting.

# Controls







### **Left/Right:**

Move Left and Right, Navigate Menus

### **Down:**

Dodge Roll, Down Dash Attack, Navigate Menus

### **Up:**

Interact with Objects, Navigate Menus

### **A Button:**

Jump & Double Jump

### **B Button:**

Attack, Air Attack, Go Back or Cancel in Menus

### **Start button:**

Open or Close the Menu

### **Select:**

Activate Anti-Glitch Mode

LEFT

RIGHT

2X START

2X UP

DOWN

LEFT

START

A

# File System

This game saves automatically.

Selecting **“Start Game”** from the title menu will take you to the file select screen. From there, you can choose to start a **New Game**, resume from a saved file, or, if unlocked, play in **Insane Mode**.



To delete an existing save file, move the cursor to the file's position and press **Select**.

## Delete all data

To reset all game data, press SELECT on the “Self Simulated” title screen at the start of the game to access the format option.

# In Game Menu

While playing the game, you can open the in-game menu. It displays your current synchronization status (SYNC), the number of reboots, a timer that runs whenever there are no cutscenes or dialogue, and the current stage number.



**Mute Music:** Toggles the music on or off.

**Self-Reboot:** Reboots your character and restarts the stages. This will add one reboot to the total for your game file. Use this option only if you're stuck and need to restart the stage.

# Synchronization

You must synchronize with your new robotic body. Each successfully completed stages increases your synchronization percentage. However, what happens when it reaches 100% remains a mystery.

## Reboots

Your mind has already been mapped and transferred to this robotic body, so transferring it to a new body after failing a stage is seamless. The reboot counter keeps track of how many times your mind has been transferred to a new robot body.

## Assist Settings

Platformers can be tough! This game offers assist settings in the menu to make the experience more manageable, allowing you to adjust the difficulty and play at your own pace.

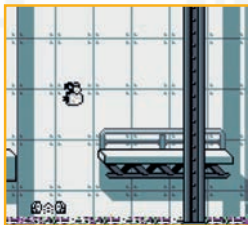
### Show Tips

Toggle this option to show or hide additional tips for certain stages. It can be helpful if you're unsure how to complete a specific challenge.



## Extra Jump

Your robotic body is designed to perform a double jump by default. Enabling this option allows you to push its limits and perform triple jumps. This feature is particularly useful for overcoming larger obstacles or when a stage feels especially difficult with only a double jump.



## Auto Wall Grab

You can perform a wall grab on certain walls by holding the D-Pad toward the wall. Letting go of the D-Pad causes you to slide off.

With the Auto Wall Grab option enabled, your character will automatically stick to walls that can be grabbed, so you don't need to hold the button.

## Auto Stomp

By pressing down while in the air, you can deactivate other robots with a down dash attack when positioned above them.

With the Auto Stomp option enabled, your character will automatically perform a down dash attack upon landing on a robot from above - just like playing an Italian plumber! This only works on robots that can be deactivated.

## Anti-Glitch Mode

Enable this option or use the **SELECT** button to activate Anti-Glitch Mode, granting immunity to glitches.

# Code Editor

You can unlock certain features, such as Speedrun Mode, Hardcore Mode, and more, through the code editor display. Try the famous Konami Code, for example, and see what it unlocks!

If you're feeling daring, you can even discover codes through pure trial and error.



# Tape Deck (Jukebox)

Once unlocked, you can listen to every song from Self Simulated in the Tape Deck menu! All songs are composed specifically for Self Simulated by the talented musician Beatscribe.



# Game Modes & Options

## Normal Mode

In Normal Mode, you play the game with all its cutscenes and dialogues.

## Speedrun Mode

This mode removes most of the dialogues and cutscenes, allowing you to focus on completing the game as quickly as possible. Use the in-game timer to compare your times with others.

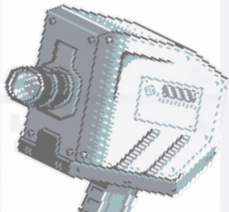
Your progress will be automatically saved after every successfully completed stage.

To unlock Speedrun Mode, you need to finish the game in Normal Mode or unlock it via the Code Editor display.

## Hardcore Mode

Similar to Speedrun Mode, Hardcore Mode skips most dialogues and cutscenes. The twist is that if you get rebooted, you'll lose all progress on this save file and be sent back to the title screen. If you fail, you start over from the beginning!

Your progress will be automatically saved after every successfully completed stage, so you can take your time and conquer this truly hardcore challenge!



## Insane Mode

If, for some reason, **Hardcore Mode** isn't enough for you...

This mode offers everything Hardcore Mode does, but with one major difference: your progress will not be saved. If you turn off the game, return to the title screen via the in-game menu, or get rebooted once, it's game over.

***"I really doubt anyone can complete this mode without assist settings on the normal route, to be honest. I'd love to see a playthrough of someone actually beating it."***

Martin Gauer, developer of Self Simulated.

## Stage Select

This feature lets you select almost any stage individually and start from there in Normal Mode. It's perfect for training on specific stages.

You can unlock the Stage Select screen through the Code Editor Display.





# Other Robots

## Normal Drone

The Normal Drone was designed to quietly sit in one place and observe its surroundings. It rarely moves, and when it does, it usually moves slowly.

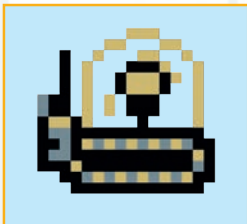
It can be deactivated with any attack.



## Blitz Drone

The Blitz Drone generates a high-voltage electrical field around itself every few seconds. If you touch or attack the drone while the field is active, you'll be rebooted.

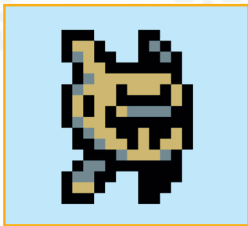
Otherwise, it can be deactivated with any attack.



## Hunter Drone

The Hunter Drone will relentlessly chase you through the stage until you press a special button or leave the stage. It can only be deactivated by pressing a specific button placed throughout the stage.

If you touch or attack it, you'll be rebooted.

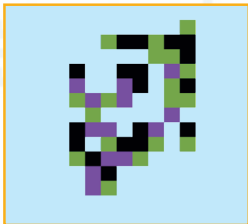


## Glitch Drone

Not much is known about the Glitch Drone. It appears to have been transformed into a flying glitch that follows a specific, unchanging route.

It cannot be deactivated. If you touch it, you'll be rebooted.

You can use Anti-Glitch Mode to your advantage, as it also affects this drone.



# A word from the developer



*Hi there! I'm Martin, and I can't thank you enough for checking out my game. This is actually the first real video game I've ever created, so it's a pretty big milestone for me!*

*I grew up playing on the Game Boy DMG-01, which holds a special place in my heart. In 2022, I stumbled upon GB Studio while looking for a fun way to enhance my personal website. That little project turned into a playable portfolio and gave me my first taste of game development. Fast forward a few years, and here we are! After almost two years of work, I'm thrilled to finally share Self Simulated with you.*

*Your time and trust means so much to me, and I truly hope this game brings you some fun and memorable moments.*

*Enjoy the adventure!*

*Martin*

@attackemartin / 2nd Law Games

# Credits

## **Idea, Story, Development, Pixel Art, Level Design**

Martin “attackemartin” Gauer  
(2nd Law Games)

## **Level Design and mental support**

Theresa Cremerius <3

## **Pixel Art**

Luke Smith - “2bitcrook”

(Helping pixel art hands)

Asaiexe

Protopixel

Blueapollo

## **Music & SFX:**

Beatscribe

(Old Credit Theme)

Mat Hein

## **Cover & Logo**

Felipe Reinicke - “Freinicke”

Rizal Ganda

## **Manual**

Mike Smith

## **General Support**

Chris Beach (ModRetro)

Yoonsang Yu (ModRetro)

Richard Suchit (ModRetro)

Torin Herndon (ModRetro)

Atavist Games

Cowboy Bumbiss

## **Playtesters & QA Testers**

Alexander Tessun

Katharina Cremerius

Matthias Metze

Tobias Bürgermeister

Christian Wagner

Beatscribes Nephew “Megasaya05”

Justin Orenich

Tazddingo

Yastuna Games, F. Descharmes

Jake Behrens

Joel Jarman @ Joel J Games

Eric Vaughan

Mr. Blinky

Eric Mack

## **GB Studio Community & GB Studio Plugin Creators & GB Studio helping hands**

Chris Maltby

Rulz

Hauntology

NalaFala

Pau Tomàs

Fredrik

Bryan Rollins

Aaron Gadol

Jeltron

Gumpy Function

Pearacidic

GBSC Team

## Notes

[illegible]

# 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.

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