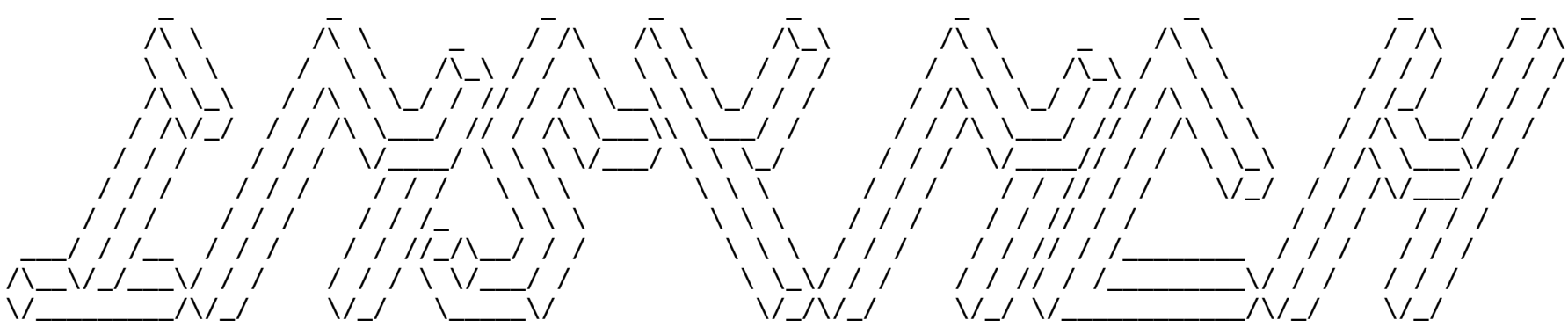

inSynch is a game by Them Games.

1- What is inSynch

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1- What is inSynch

InSynch is a musical video game. Not a rhythm game, not an instrument or a music toy, it tries to strike the balance for the player between being acted upon by the game and reacting and composing music through

the aesthetic expression of intentionality.
Made entirely of frame by frame animated handcrafted art, InSynch lets you create music in four environments made of concrete, resin, plaster and wood.

Please, enjoy the game with headphones or a good sound system !

2- Controls

On Keyboards, inSynch is designed to be played with 4 keys, E, D, P, L.

__E__ controls the upper left cubesí bumper
__D__ the lower left pyramidsí bumper
__P__ the upper right quartersí bumper
__L__ the lower right dodecahedronsí bumper

To return to the menu or pause the game you can press the __escape__ key at any time. To exit the game, you can press the __escape__ key from the menu.

At launch, inSynch does not support controllers but we will probably implement this feature in future updates.

3- Game Modes

The game has two modes, the first one is Explore in which you have to charge the four lanes by catching shapes. When you caught enough, you reach the end game mode, more shapes start to appear and you get a score based on your precision (you earn points by catching shapes and lose points by missing them). Exploit, the second game mode has you trying to survive for as long as possible with a limited and randomly distributed number of lives. Each time you miss a shape, you lose a life (represented by the number of flaps on each lanes) once you donít have any life left, the first shape you miss ends the game.

4- Having trouble with the game?

When we launched the game, there was no known issue but weíre pretty sure that distributing it to the whole world where thousands of different computer configuration exist is going to bring to light many problems with it :)
You can shoot us a mail at contact@themgames.net, contact us via twitter, or facebook, or post on our forums and weíll be sure to try and help you as best as we can!
Around the launch of the game, there might be a slight delay between your questions and our answers as weíll probably be a little overwhelmed, hopefully with love letters from our fans, but donít worry, help and answers will come!

5- Fair use of the game

The build delivered with this file is sold to its original buyer. We do not wish to harass people with control methods or DRM and therefore trust our customers to use this build fairly; sharing it with their relatives and family and encouraging their friends to buy inSynch since its low price point is a testament of our will to make it accessible.

If you would like to support inSynch and have found a little bit of joy within our game, please consider sharing it on your network of choice or just remembering it fondly, thatíll do the trick too.

Any video content that you may create based on the game is yours to own and monetise at will, as long as you credit the game.

None can redistribute or resell the game or game keys without our permission.

6- Credits, contact information and copyright

inSynch is designed, developed, imagined, encoded, tuned, and marketed by Them Games in Paris, France.
+ http://www.themgames.net/

Graphical assets are designed, animated by hand and photographed by Sylvain Derosnes with post production work by Jean-Thomas SÈitÈ.
+ http://www.linkedin.com/pub/sylvain-derosne/65/282/291

Art direction for the game is provided by Le Creative Sweatshop, a Paris-based art collective.
+ http://www.lecreativesweatshop.com/

Music is composed, performed, produced and edited by qnp.
+ https://soundcloud.com/ek_sound

Animations were shot at Manuel Cam Studio in Asnières.

+ http://manuelcam.fr/

We extend our thanks to the people who have worked on the game, helped it get noticed, and playtested the game.

This game was developped using SFML (Simple and Fast Multimedia Library) - Copyright ©Laurent Gomila. This library is used freely under the zlib/png licence. We would like to thank the authors of this wonderful library for all the work and support they provide !

We can be reached at contact@themgames.net (which we actually read).

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Every art asset, sound effects, music, and graphics, as well as the code of the game are the sole

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Thank you for reading and please enjoy the game.