



Explore infinite possibilities with INFINITE LIVES - where superhumans and subhumans fight for control of the ultimate shared universe! Bursting into the 3rd dimension brings new powers with unprecedented freedom, as a combat system perfected by wrestling flies to new heights...

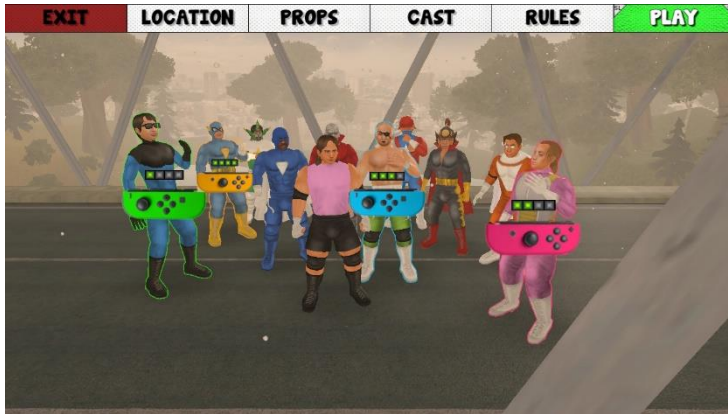


Controllers

Any controller could be connected to a PC, so it's important to help the game distinguish between Xbox and Playstation button maps. This screen appears automatically when you boot up with a controller for the first time, and your preferences will be saved, but you can always seek it out manually in the "Controls" options (or by simply pressing the **C** key at the titles). **For best results, please ensure any controllers are connected BEFORE launching the program.** You can use the "Calibration" option to map the buttons for any controller that isn't automatically recognized.

Menus

Any device with touch-screen or a mouse can instantly access any option, pressing either side to change its value where possible. When using a controller, it is the directions that highlight an option and the or buttons change its value, with used to go back in most situations **(although this command may be reversed on Switch!)**. You can instantly reset any value by pressing either thumbstick as a button, or by clicking the middle mouse button. On screens with multiple tabs or categories, use the **L** or **R** shoulder buttons to browse through those. At the character selection screen, the left or right triggers can be used to browse pages while the shoulder buttons change categories. Upon using a controller on PC menus, the mouse cursor will be hidden until you click to reclaim it. **The control method you use to proceed will continue to be used in the game itself, so only click through on PC if it is your intention to use keys!**



Fight Scenes

Outside of the main adventure, you can blow off steam in a special "Fight Scene" mode – where you decide WHO fights WHERE and with WHAT! Here there are some additional commands to be aware of. At the "Cast" screen, the + icon (or  button) will add a random character to the scene whereas the - icon (or back button) will remove one. If you hold either command for a second, you will be transported to a screen where you can hand-pick ALL participants by name. Otherwise, back in the real-time 3D setup, tapping an existing character will allow you to replace them with another of your choice. Hold the command with a direction to reposition them. Under "team" rules, placing characters either side of the centre separates them into rival factions – otherwise individuals fight for themselves in their default role. When you are ready to proceed at the "Play" screen, each controller can now use their directions to choose a character and press any button (except back) to commit to them (or click them directly). While there is still time, pressing the back button will cancel this choice, or opt out of the game entirely if pressed again. Controllers may still join a game once it has started by pressing the + button to opt in. They will then be randomly assigned a character which they can change by holding one shoulder trigger while pressing the other. Eliminated players will get to control somebody else left in the fight wherever possible.



Editing

Upon finding and defeating each character in battle, you gain access to them in the "Editor" where you can save your changes make the world your own! This occurs in a more limited form at the beginning of each game, or by accessing wardrobes, mirrors, or hairdryers wherever they appear during the game. You can increase your access beyond these superficial changes by proving you can complete each phase of the game legitimately first. Each character has 2 separate incarnations – so make sure you are editing the intended one by selecting it first from the over-arching "Human" or

"Superhuman" tab with either shoulder trigger. The shoulder triggers then allow you to navigate to each unique aspect of this particular form. You can always return to a tab's home page by selecting the tab again (or pressing the back button). Unique looks are achieved by combining different "Flesh" layers with different "Material" choices and other accessories layered over those. This can be fiddly at first, but ultimately allows for the most creative freedom. Wherever you see a colour palette, navigating to the left (or clicking it directly) will change the RGB values of the last layer you interacted with. To make multiple changes more quickly, you can "Copy" and "Paste" the same colour by clicking those commands. If you want to copy entire aspects of somebody else's persona, you can use the "Tools" tab to access shortcuts. To inspect your changes, you can swipe the model directly or use the right stick to rotate them.



Universes

The game's hundreds of characters are liable to get jumbled up over time, in which case you can head to the "Universe" options to restore the defaults or a backed up universe of your own. **It is better to get in the habit of doing this between saved games to prevent any unintended consequences, as existing games may be reset in the process.** Note that you must press these options TWICE to avoid doing so by accident! Don't worry about losing any characters you have unlocked, as this will be preserved separately along with any other achievements.

Save Data

If you'd like to back-up your data across different installations (or even different devices!), the "Save.bytes" file may be accessible on sufficiently open platforms:

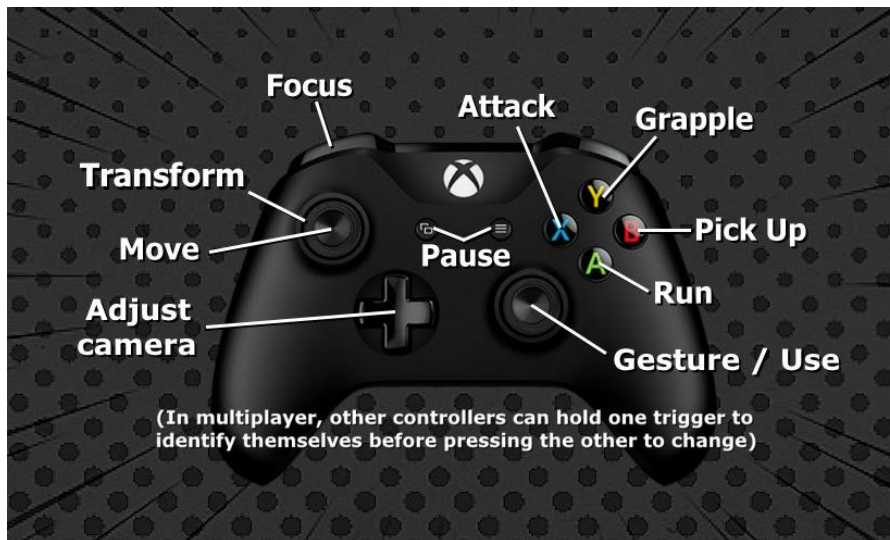
PC: [User]\AppData\LocalLow\MDickie\Infinite Lives\Save.bytes

Android: InternalStorage/Android/data/com.MDickie.InfiniteLives/files/Save.bytes

Switch: Infinite Lives / Data Management / Transfer Your Save Data

Resolutions

The game is designed to start fullscreen and high resolution by default, but you can switch to windowed mode at any moment by pressing **CTRL + W** (as well as the standard **ALT + ENTER**). Please note that resizing the window in real-time may have undesirable results, so consider exiting the current screen at the nearest opportunity (or restart the game entirely). After resizing the window, going fullscreen again will use that resolution – which may improve performance on lower specs.



Controls

The game will explain many commands as you progress, but the basic controls are as follows for most controllers:

LEFT STICK = Movement (double tap to dash)

LEFT STICK BUTTON = Kneel > Sit > Sleep (or transform into a superhuman!)

•○ = Attack (on its own to aim low, with a direction to aim high).

○ = Grapple / Release / Dismount steed

○● = Run (double-tap to jump)

○● = Pick-Up / Drop (with a direction to throw, hold to lift overhead)

RIGHT STICK = Interact with props/scenery or initiate conversations

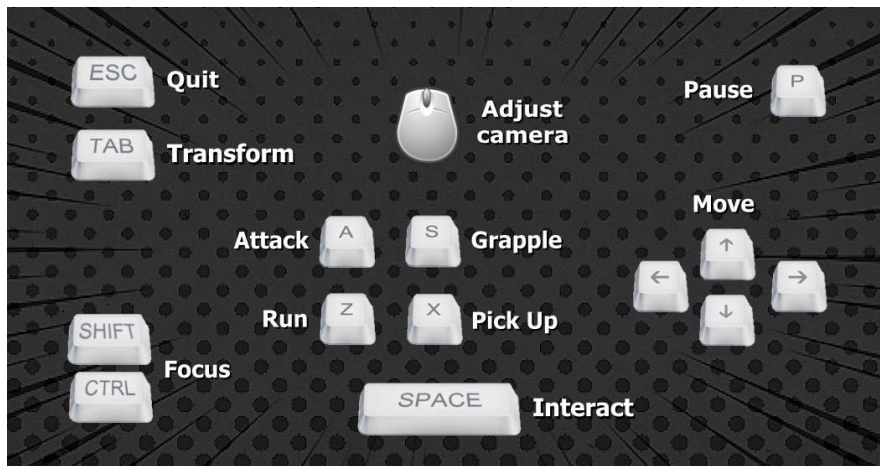
RIGHT STICK BUTTON = Swap hands

SHOULDER BUTTONS = Switch focus (once with a direction to find nearest, repeatedly to browse all, hold to disengage)

SHOULDER TRIGGERS = Hold one to identify yourself in multiplayer before pressing the other to control a different character / Force the use of projectiles at close range / Request to see "temporary" stats / Cancel a power such as mind control

START / SELECT = Pause

D-PAD = Adjust camera



Keyboard

If no controllers are connected, the keyboard is available as a last resort:

CURSORS = Movement (double tap to dash)

A = Attack (on its own to aim low, with a direction to aim high).

S = Grapple / Release / Dismount steed

Z = Run (double-tap to jump)

X = Pick-Up / Drop (with a direction to throw, hold to lift overhead)

SPACE = Interact with props/scenery or initiate conversations

SHIFT / CTRL = Switch focus (once with a direction to find nearest, repeatedly to browse all, hold to disengage)

TAB = Kneel > Sit > Sleep (or transform into a superhuman!)

P = Pause

ESC = Quit / Skip

CTRL + W = Toggle windowed mode

MOUSE = Adjust camera while clicking in the centre of the screen

Combinations

- Press ATTACK + RUN together to launch a powerful attack.
- Press ATTACK + FOCUS to lash out behind you.
- Retreat from an opponent to increase your chances of blocking.
- Hold RUN while carrying furniture to avoid turning with it.
- Hold the PICK-UP command to try to lift furniture over your head if you're strong enough!
- Hold RUN + PICK-UP together to combine objects (including reloading).
- Press ATTACK + PICK-UP to deliberately set fire to a nearby object.

Grappling

- Press GRAPPLE again without a direction to release a hold (or with a direction to send them running that way!).
- Press the ATTACK, RUN or PICK-UP commands with any direction (or none) to execute the corresponding move from the character's moveset.
- Continue to use directions to move or turn wherever possible.
- Hold the ATTACK command upon impact to transition into another hold wherever possible.
- Further transitions occur based on the "Skill" levels or size difference of those involved, and the direction each is struggling in. In some situations, each person may be able to continue throwing strikes with the ATTACK command.
- Holding the GRAPPLE command during an incoming attack makes it more likely that it will be parried or countered.

- Hold GRAPPLE while on the ground to increase the chances of instantly rising up into a move!
- Use the FOCUS command in a grapple with or without a direction to change your position (such as turning from front to back or vice versa).
- Use the TAUNT command to apply a hold wherever possible (then continue to hold it to interrogate the victim).



Multiplayer

Other controllers can join the action at any moment by pressing the **+** button to opt in! They will then be randomly assigned a character on the scene, which they can identify by holding one shoulder trigger before pressing the other to change. If they are an ally they will follow the star to the next location, whereas rivals will spawn at a distance. **The assigned characters will remain until they disconnect or you exit to the titles.** Upon unlocking the special "Team Control" option, even a solo star can use the same command to control ANY other member of that team! You can also access characters specifically in the editor and choose to "Control" them there.



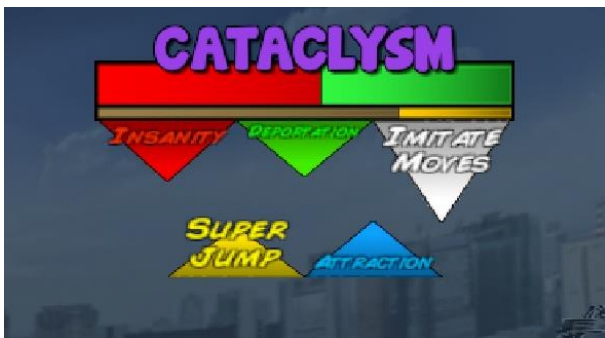
Camera

To make the most of this 3D experience, you may need to fine tune the camera to your liking. You can access these options at any time via the in-game pause menu by pressing your controller's **START** button, the **P** key, or simply touching the clock itself. You can also adjust the camera in real-time by clicking in the centre of the screen with a mouse, or pinching/swiping the centre of touch screens. By default, the main game mode is focused only on the star. A special "Hybrid" camera follows them from behind when exploring, and from the side when fighting. You can disengage from looking at other people by repeatedly walking away from them. Multiplayers who feel overlooked can identify themselves by holding either shoulder trigger, or have the scope changed to include them at all times. **Paying customers can unlock additional camera privileges such as a special "Smooth" 60fps speed and colour settings that can be faded to resemble CCTV footage!**



Shooting

Like striking from a distance, simply holding the ATTACK command with a loaded gun will begin to aim and releasing it will fire a round with relative accuracy. Some weapons such as a machine gun or flamethrower will fire continuously instead of using the hold & release method. If you were holding a direction BEFORE you begin you shooting, you will continue to move while shooting (with less accuracy). If you take a moment to stand still BEFORE shooting, you can then use the directions to fine-tune your aim. Notice that you can also fire weapons while sitting down, etc. By default aiming assumes that up is up and down is down, but this can be reversed in the Options (along with the camera looming closer over your shoulder to “assist”). You will usually only resort to projectiles from a distance, whereas striking is used at close range. If you wish to force the use of projectiles (including powers!), controllers can hold either shoulder trigger. In most cases, simply focusing on an opponent and firing will automatically have the desired result. It was not my intention to make a whole other FPS game where shooting is perfected by a crosshair. Instead, the game favours a “naturalistic” system that allows you to fire at ANY moment – so don’t forget to keep pulling the trigger whenever you need to, and beware of enemies that have not been disarmed! Each weapon has a limited amount of ammo, but the crafting system allows you to reload if you can find any relevant objects. You’ve only ever run out of ammo when you’ve run out of ideas!



Powers

This game attaches some sort of power to EVERY button, which essentially turns your entire body into a gun with 5 different triggers! These powers work like any other projectile, in that it is assumed you want to use them from a distance but fight normally at close range. In the unlikely moments this is not your intention, controllers can force the use of powers by simply holding a shoulder trigger.

In the case of “Movement” powers, it is double-tapping the RUN command that allows you to fly or teleport instead of jumping, etc. Similarly, “Crafting” powers are more likely to have an elaborate use of the PICK-UP command to “attract” objects from a distance (or using PICK-UP + RUN to “craft” without any added ingredients!). It is even possible to have purple **Innate** powers (such as being bulletproof) that require no input and remain effective for as long as you’re superhuman.

In most cases, a power has levels determined by the "Aura" and energy of the superhuman using it. The yellow spirit meter goes down over time (as well as when powers are spent) relative to your "Aura", so advanced beings can spend longer in that form than others. The efficacy of powers like healing or mind control are also relative to the level of the person using it – so an advanced being may achieve results effortlessly that a novice struggles for. Your spirit goes back up again relative to your "Aura" in human form, so that is almost as important.



Attributes

Each button corresponds to a physical attribute as well as a power. The network of triangles may look like an alien language at first, but makes more sense when you realize that it loosely corresponds to your real world controls! The size of each triangle reflects each attribute's score up to 200%, closing its jaws completely in a perfected being – allowing you to see at a glance who is better than who and in what way. They are entirely optional if you don't want to see them all the time, but can always be glimpsed by holding either shoulder trigger:

RED = ATTACK = STRENGTH

"Strength" determines how much your attacks hurt and how effortlessly you can perform power moves. A certain level of strength may also be required to lift heavy objects. At 200% strength there may be nothing you cannot lift! It can be trained by lifting weights.

GREEN = GRAPPLE = STAMINA

"Stamina" determines how quickly your health goes down when active and how quickly it recovers at rest. It also offsets any incoming damage, so superhuman strength can be tolerated by superhuman stamina. Above 100% you can even become increasingly bulletproof! It can be trained by running laps in the gym/yard or swimming in the pool.

BLUE = PICK-UP = SKILL

"Skill" determines how quickly and easily you can accomplish tasks such as crafting or countering moves in combat. It is improved by mastering tricky activities such as sports or instruments.

YELLOW = RUN = SPEED

"Speed" is literally how fast you move, how quickly you climb, and how far you can jump. It also determines your ability to execute or counter acrobatic moves without stumbling. Above 100%, superhumans can spend increasingly long moving increasingly fast! It can be improved by climbing, gymnastics on the mats, or running laps around the gym.

WHITE = INTERACT = AURA

"Aura" is how impressive you are to others and therefore how likely you are to get your own way with them. It also reflects your mastery of powers and the energy you have to spend in that form. Accomplishing tasks or winning battles will improve your reputation, whereas failing or otherwise showing weakness will damage it.



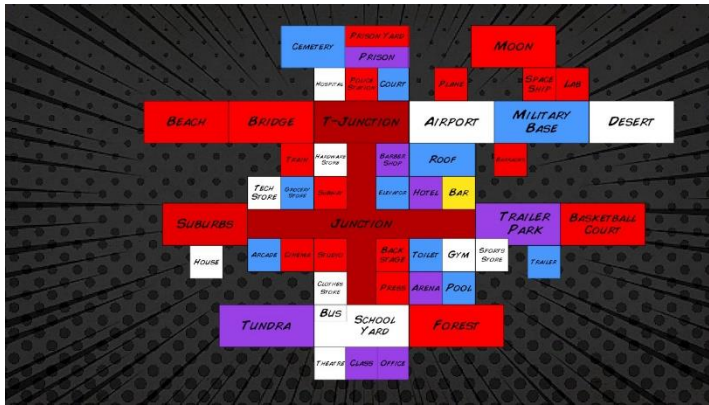
Health

Even in superhuman form, most attributes are only as good as your health and could be up to 20% weaker when tired. In human form, your green health meter gradually wears down throughout the day – on top of any blows you incur through fighting! When it gets especially low, you should find somewhere to sleep. Although this would ideally be a bed, you may also fall asleep in a chair if you are tired enough. If you don't want to waste time sleeping, you can restore your energy by eating or drinking – but watch out for unhealthy vices and other unwanted side effects of over-indulging! If you have a superhuman form, this counts as a form of "rest" as your health tends to automatically go up instead of down. Otherwise pressing the left thumbstick will allow you to sleep anywhere instead of transforming. If your health disappears completely, you risk losing consciousness and will wake up in an even worse state. Although you have "infinite lives" (so long as you keep your head!), you still lose your faculties each time and will eventually become a shadow of your former self...



Transformations

Your superhuman form relies on the yellow "Spirit" meter, which goes down relative to your "Aura" – and tends to be a trade-off between your physical health and your spiritual energy. When your spirit is low, you need to spend more time in your human form. When your health is low, you probably need to spend more time as a superhuman. Any powers above 100% are dependant on this energy, and could drop by as much as 50% at the lower end! If your spirit disappears entirely, the decision will be made for you as you can no longer sustain your superhuman form. Transforming at an inopportune time is a big deal, as you will lose aura and anonymity whenever anybody discovers your secret identity. It is also literally twice as dangerous for an enemy to know who you really are! There are as many types of transformation as there are powers, with each offering a slightly different experience. Some superhumans can only transform at night, some have to hold or consume a specific prop, and some have no control over it at all! Until you earn the right to set up each new game as you choose, you start in "Slow Build" mode with a character who has yet to even discover their alter ego. Something will happen to them soon enough to reveal it, but every life is different from beginning to end...



Territory

Whether you're superhuman or not, you still have an allegiance to either **Heroes**, **Villains**, or **Civilians**. Each has their own ideology competing to secure every area on the map for their cause, which is highlighted by an in-game border as well as on the map itself. Each territory has its own "boss" in charge of protecting it, and a battle will ensue if they are ever identified and challenged. The last team left standing after these encounters will then claim it for their side. This ownership has very real consequences, such as being the only ones allowed to use its unique facilities. Should the same side have a "monopoly" on 2 connected areas, they can also prohibit movement between them. The aim of the game is to first eliminate at least one rival from the map, and then proceed to dominate it entirely. The game's "difficulty" manifests in how you approach this task. It's important to carefully scout each scene and only pick fights you can win until you're powerful enough to push your luck. You're free to leave a battle at any moment if you're willing to admit you've made a mistake!



Subhumans

Upon wiping out a rival for the first time, you may uncover a whole other sub-culture of **sub-humans**! Areas infected by them will show up as shades of red instead of any underlying colour – and any "boss" who allowed it to happen risks being replaced by someone who will make the area safe. These brainless zombies crave enough fresh blood to bring them back to life, but it's more likely that they will infect yet more people upon draining their health. For as long as they exist, anybody who dies risks coming back as a zombie – including yourself! Although their bodies can be easily torn to pieces, they can only be killed by smashing their brains. This is easier with bullets and sharp objects, but can also be achieved with grappling moves that target the head. It's thought that they could be cured by an injection from a syringe if the antidote wasn't in such short supply! A whole other group of fanatics believe that zombies are worth saving – and may even be more enlightened than the people who want to kill them. Upon witnessing them for the first time, you earn the right to choose how much of them you see in future adventures as well as in "Fight Scenes"...



Relationships

Further to your underlying allegiance, you also have a unique relationship with every other character in the city. Every positive interaction develops a friendship, whereas every dispute risks creating an enemy. Considering they may not yet know your secret identity, it's even possible for them to like one version of you more than the other! Enemies are more likely to hunt you down in battle, whereas friends are more likely to be around to help you. You can even make it official with "sidekicks" who literally follow you everywhere, or form a team of multiple allies who make the effort to link up more often than not. Holding it all together can be a big responsibility, but this political power may prove essential in areas where numerous enemies are just as organized...



Conversations

If a relationship doesn't blossom naturally, you can make things happen by holding the INTERACT command to gesture at people at close range. You can then choose a dialogue option by pressing either side of those, before pressing in the centre to commit to it. How likely you are to get your own way depends on your "Aura" vs theirs, and yet it also costs you aura to put yourself out there and risk rejection! Similarly, asking for medical help will affect your "Stamina", etc – so you have to consider whether you have enough political cache to spend on influencing others. You can trigger a more intimidating version of these conversations by grabbing someone before holding the INTERACT command to interrogate them! This allows your "Strength" to do the talking at the cost of your relationship with the beleaguered victim...

EXIT	Eliminate Civilians	Eliminate Heroes <i>9 DAYS</i>	Eliminate Villains	Eliminate Subhumans <i>5%</i>	Regain Humanity <i>MAVERICK</i>
Civilian Supremacy	Hero Supremacy	Villain Supremacy	Subhuman Supremacy	Last Superhuman Alive	100% Humans
Time Travel	Prop Culture <i>DAN FAYER</i>	Out Of Control	Girl Boss <i>DANGAL</i>	Become Cyborg	All Powerful <i>MAVERICK</i>
Quickest Fight Scene <i>2.09</i>	Largest Fight Scene <i>Y'S I</i>	Locations Conquered <i>57%</i>	Characters Unlocked <i>34%</i>	Played as... <i>3%</i>	Hall Of Fame

Storyboard

There are so many different ways for each life to pan out that you can enjoy charting every possibility on your "Storyboard"! Not only does it keep track of what you've done, but it also records your personal best times & scores that you can try to improve on. Some count how many days it took you to achieve something, whereas others count the percentage you managed to fight back from or who you did it with. Additionally, there's a separate "Hall Of Fame" where your Top 10 lives are ranked by every possible metric. Upon dying irrevocably, you will exit to these screens automatically.

Expanded Universe

There's more to this game than can ever be explained here, so enjoy figuring some things out for yourself! Although it is no longer possible to contact the developer personally, you are welcome to check out social media for more insights:

YouTube: www.youtube.com/MDickieDotcom

Facebook: www.facebook.com/MDickieFans