KADABRA GAMES

THE DARK BETWEEN STATIONS



A PASSENGER’S HANDBOOK

ILLUSTRATED PLAYER’S MANUAL

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THE PLAYER’S LIBRARY

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Illustrated player’s manual • October 2026 • September 29 game demo

For the September 29 Linux mirror-and-fog-repair demo. This is an early playable horror game, with an evolving station route and some provisional encounters. The instructions below describe its current controls and rules; they do not promise a finished campaign or explain the mystery away.

FOREWORD

Enter the world

The train is your way forward. It is also a door that can close while you are still on the platform. Between the arrival and departure, there is a job to do. Read the station, find the rule and get back aboard.

The Dark Between Stations is a first-person horror game built around a moving train, station tasks and a dangerous reversal of an ordinary instinct: when a blackout strikes, the green light is not a refuge. Darkness can be the safer place.

Keep this handbook beside you for the controls and the departure rules. The puzzle chapters contain direct help for the opening relays and the three-mirror station. If you prefer to work them out yourself, stop at the chapter headed Reading the Platform.



From the world's cinematic artwork. Gameplay illustrations inside this book are labelled separately.

CHAPTER 01

I. Before You Board

The Night Line is a native game, not a film inside the website.

Unpack the journey

Download the current demo from its game page and extract the complete archive. Launch the program from the extracted folder with its data and libraries beside it. The trailer and walkthrough on the website are separate videos; watching them does not launch the playable train.

This handbook follows the September 29 Linux edition. Check the platform and date on any other download. Do not treat a similarly named older build as proof that the repaired mirror controls or fog are already included.

Set the room around you

Adjust master volume and mouse sensitivity from the menu before beginning. Use a level at which doors, warnings and the carriage can be heard without requiring uncomfortable volume for quieter passages. The sound is part of reading danger, but the objective display remains important.

The dark image and the game’s low-resolution presentation are deliberate. If the picture is unreadable, first check your monitor and the game’s available settings. Increasing volume or screen brightness cannot replace learning which signals are safe.

Learn the few controls that matter

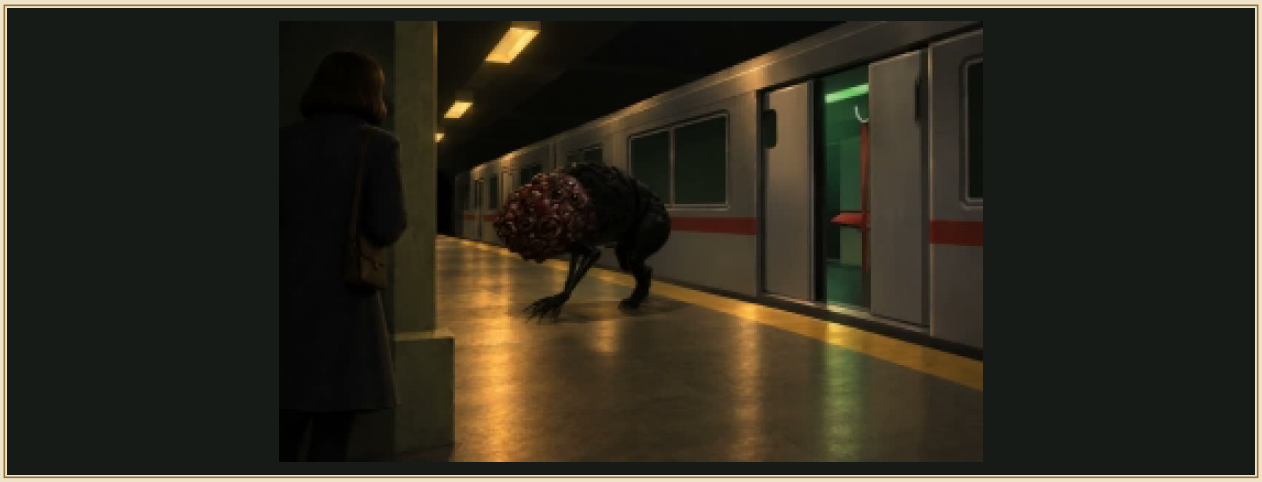
Move with W, A, S and D and look with the mouse. Left Shift gives a faster pace. E is the principal puzzle interaction. Escape opens or closes the menu. At mirrors, the left and right arrows change meaning while a mirror is selected, so release it before expecting those arrows to move you sideways.

Keep a finger ready for E, but do not press it at every green object without reading. A relay can be an ordered puzzle switch, while a green-lit danger area belongs to the blackout rule. The color alone does not tell you which interaction is intended.

CHAPTER 02

II. The Train and the Platform

Progress requires a finished task and a passenger aboard.



The Night Line: existing cinematic artwork.

Observe an entire stop

On your first stop, identify the open doors, the platform edge and the objective display. Watch how the train arrives and how it announces departure. The doors are a real boundary; leave room for the return crossing instead of using the last second to admire a solved puzzle.

A train at the platform does not mean every door on every side will open. Use a doorway with a safe platform landing. The route can place usable access on different sides, so confirm the actual opening before you commit to a sprint.

The two requirements

To advance to another stop, complete the current objective and be aboard the train when departure is evaluated. Either requirement on its own is insufficient. Sitting safely inside with the station unfinished does not solve it; completing it while remaining outside does not carry you to the next one.

Move fully into the carriage. Standing in the opening or on the platform beside the train is not the same as being aboard. Once inside, let the doors finish closing instead of repeatedly crossing the threshold.

When the train leaves without progress

The current route can return to the same stop if the objective is unfinished or you missed boarding. This is a chance to recover, not evidence that an invisible puzzle has appeared. Read the current state before repeating steps: accepted work can remain in the encounter.

If the board still asks for the task, continue it. If it says to board, use the next safe opening and get inside. Do not abandon a solved station because the train's movement made you think the entire run had been reset.

CHAPTER 03

III. Reading the Platform

Make a plan before the darkness asks for one.

Keep three landmarks

Remember the train door, the task location and a route between them. Turn once to look back after disembarking. A bench, column or wall break is useful only if you can recognize it from the return direction as well.

At a new stop, read the display and look over the puzzle before interacting. A short inspection can reveal that a task is a sequence rather than three independent switches. It can also save a long run back to a relay you pressed in the wrong order.

A measured circuit

Approach the nearest relevant object, read its label, then compare it with the objective. Use E within interaction range. Stand clearly beside one intended target where possible; in a cluster of usable objects, proximity matters.

Keep your route compact. First visits are for identifying the rule and learning the safe path. Once the task is understood, faster movement is useful for the return, but charging past a label and having to double back costs more than a brief pause to read it.

What a message proves

A progress count proves accepted steps, not necessarily the end of the encounter. A message saying the monster is shielded means the station puzzle still gates the result. A completed objective or instruction to board is the signal to leave.

Some game encounters use a close-range finishing action after their puzzle; others complete as soon as the puzzle is solved. Follow the current message. Do not remain beside a defeated guardian searching for an additional strike that the station never requested.

CHAPTER 04

IV. The Green Relays

Direct puzzle help for the opening encounter.



Read the carriage display before stepping onto the platform. September 29 game capture.

Find the order

The opening Green Relays encounter gives an order on the station board: 2, 1, 3. Identify the numbered relays before touching one. Their physical order along a wall is not the answer; the displayed sequence is.

The practical route is to find all three positions, start with Relay 2, then travel to Relay 1 and finish at Relay 3. Face or approach each intended relay and use E. Check the progress display after each accepted step.

Recover from a wrong input

This sequence resets on a wrong relay. If the feedback reports a reset, stop repeating the last input and begin again at Relay 2. A deliberate second attempt is faster than alternating switches until the display becomes impossible to follow.

The relays are part of the station's rule for its guardian. Trying to finish the monster while the objective still reports a shield does not substitute for cutting the correct sequence.

Know when to leave

In the reviewed opening configuration, completing the relays resolves the objective without an additional required strike. Look for the completion or boarding instruction and return to the train.

If a different encounter explicitly presents a close-range V prompt after its puzzle, approach the target through a clear route and use that prompt. This is a conditional game interaction, not a general attack button for every creature in the game.

01. Read the board before activating a relay.

02. Locate all three numbered relays.

03. Use E at 2, then 1, then 3.

04. If the sequence resets, start again at 2.

05. Confirm completion and board the train.

CHAPTER 05

V. Three Mirrors and a Receptor

Follow the beam one reflection at a time.

Select the mirror beside you

Stand near the first mirror and press E to select it. While it is selected, use the left and right arrows or the mouse wheel to rotate it. Press E again to release it. Walking too far away also releases the selection.

A selected mirror owns the horizontal arrow controls. If the arrows rotate the mirror instead of moving your character, that is the expected selected state. Use W, A, S and D for movement, or release the mirror first.

Build the path from the source

Begin at the light source and trace the visible beam. Adjust the first mirror until its outgoing reflection reaches the second, then work from the second to the third. Finally direct the third reflection into the receptor.

If the beam never reaches the mirror you are adjusting, return to the preceding reflection. Rotating the third mirror cannot repair a first reflection that misses the second. This simple upstream check prevents a lot of aimless turning.

Make small corrections at the end

Use broad movement to find the approximate direction, then small taps near alignment. Watch where the reflected segment goes, not just the front of the mirror. A mirror is a surface reflecting an incoming ray; it does not point a beam straight ahead like a flashlight.

The display tracks a beam path out of three. When all three mirrors deliver the beam into the receptor, the status changes to Beam Locked / Station Powered / Board Train. Release your attention from the apparatus and take the return route you identified on arrival.

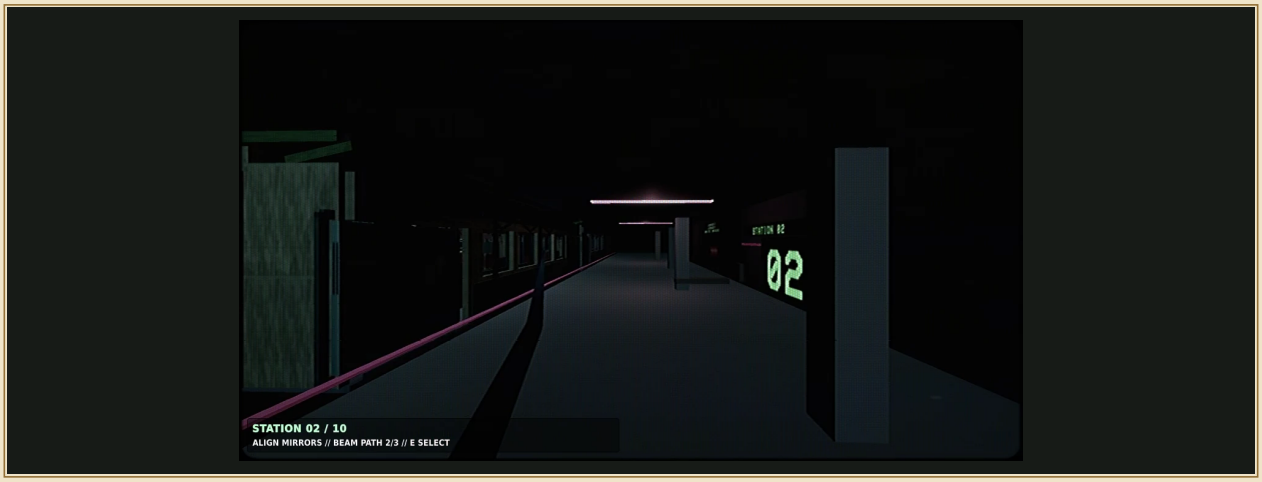
A useful recovery rule

When a later mirror seems impossible, check whether light is reaching it. Correct the earliest broken reflection first.

CHAPTER 06

VI. When the Lights Fail

The green glow is bait.



Station 02: the selected mirror and its beam. September 29 game capture.

Choose darkness early

A blackout changes the meaning of illumination. Move out of the green danger light and stay in darkness while the event passes. Do not run toward green because it is the easiest place to see.

Remaining in the green accumulates exposure. Returning to darkness can reduce that exposure before the event reaches its lethal commitment. React promptly; this is not a challenge to spend as long as possible in the glow and escape on an exact count.

Listen without waiting for the last warning

The event has a weapon-cocking warning after enough exposure, followed by a shot. Treat the early blackout and visible green as the warning you act on. Waiting for the final sound can leave no useful recovery window.

Keep the immediate geometry in mind. A short move into an unlit part of the carriage or platform may be better than a blind sprint through more green light. Turn deliberately and confirm the patch of darkness you intend to reach.

Resume the task after the event

When normal lighting returns, recheck your position, the current station task and the train's state. The event can interrupt your attention even when it does not kill you. Do not let surviving the ambush make you forget that you still need to board.

The station's powered puzzle and the blackout's danger zones have different jobs. Use labels, interaction feedback and the current objective to tell them apart. A green relay that you must operate is not a blanket promise that every green-lit area is safe.

CHAPTER 07

VII. A First Journey Worth Learning

Measure progress by what you understood, not by how fast you ran.

First pass: the return route

Spend the opening minutes learning movement, one usable train door and the shape of the platform. Solve the opening relay rule and return with a margin. Getting one objective completed and boarding cleanly teaches more than repeatedly sprinting into a closing door.

If the train repeats the stop, identify which of the two advance requirements was missing. This makes the next attempt specific: either finish the puzzle, or keep the completed objective and improve your boarding timing.

Second pass: the beam

At the mirror stop, treat each reflection as a separate small problem. Move between mirrors with a purpose. After selecting one, look at the outgoing beam; after releasing it, look toward the next position. This keeps the puzzle from becoming a confused mixture of camera movement and mirror input.

Once the beam locks, resist the urge to keep testing the solution. The most useful final action is the return to the carriage. A good run connects a solved task to a successful departure.

Later stops and unfinished edges

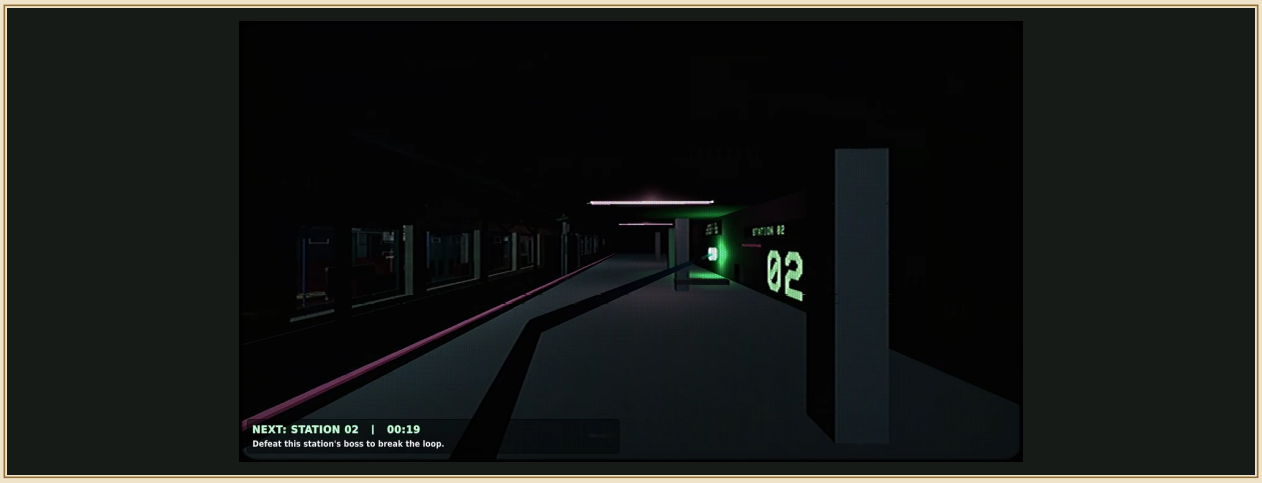
The game contains a ten-stop route framework. Its later environments and encounters are still developing, so this manual does not invent ten equally finished set pieces or their solutions. Read each stop's own instructions and apply the demonstrated pattern: understand the rule, complete the objective, get aboard.

If a station presents a different final interaction, use its visible instruction. If it offers no clear task or usable route, record the stop name and what the display says. That is better feedback than describing the entire journey as stuck.

CHAPTER 08

VIII. Recovery and Reference

Return to something you can verify.



A completed beam path changes the instruction to boarding. September 29 game capture.

A control does nothing

For E, move close to the intended relay or mirror and make sure the encounter is active. For mirror arrows, confirm that a mirror is selected. For a close-range finisher, confirm the puzzle has removed the shield, the target is near and no wall or closed train door blocks the action.

If no controls respond, close the menu or return focus to the game window. Avoid the development shortcuts exposed in some early game builds during an ordinary playthrough; they skip the task you are trying to learn.

Failure and restarting

Use the death or menu restart path presented by your build. This handbook does not promise a persistent campaign-save system for this game demo. Treat a new launch as a fresh journey unless the game explicitly offers a verified saved state.

The blackout event can present an R restart while death is active. That is different from using an experimental test key to force an event. For ordinary play, let events happen naturally and report the station and warning sequence if recovery fails.

Passenger's glossary

Stop: the current station encounter. Objective: the task that gates progress. Relay: an interactable station signal; sequence can matter. Receptor: the target receiving the final reflected beam. Selected mirror: the mirror currently controlled by arrows or wheel.

Aboard: fully inside the train's carriage area. Blackout: the event in which green danger light must be avoided. Exposure: the danger accumulated by remaining in that light. Board Train: the practical instruction to stop working on the platform and return.

KEEP BESIDE YOUR KEYBOARD

Quick reference

Action	Control	Remember
Move	W A S D	Arrow movement is also supported; selected mirrors take left/right arrows.
Look	Mouse	Adjust sensitivity in settings.
Sprint	Left Shift	Use after checking the route.
Interact / select mirror	E	Press again to release the mirror.
Rotate selected mirror	Left/Right arrows or mouse wheel	Only near an active selected mirror.
Menu	Escape	
Show / hide objective HUD	H	If the display disappears, toggle it back.
Conditional close-range finish	V	Only when the encounter presents this action and the puzzle permits it.
Blackout death restart	R	When the death state offers restart.