



As the mobile remake surpasses 5 million downloads to become the most impactful game of its kind ever made, "The 2D Coming" returns to its PC roots - with new controls adapted for Steam Deck!

This interactive interpretation of the Gospels puts YOU on the scene of over 50 Bible stories, where you can either repeat history or rewrite it. Follow in the footsteps of a prophet across 30 historical locations as he seeks to enlighten the masses, and find your place among 200 other characters - each with their own values and allegiances. Be the devil that tempts him or the disciple that betrays him, as you walk the thin line between the dark and the light. Unlock the mysteries of creation and use up to 24 different powers for good or evil, in an action-packed world where the struggle to survive tests your faith.

Upon playing through the game once, you can start again with a character of your own creation at any point in the story - and save your changes to all other characters to make the world your own.

Although every effort has been made to follow the "spirit of the law", please note that a game cannot follow the letter of the law. Any compromises have been deliberately made for your enjoyment.

Please consult the "Options" menu to adapt the game to your taste, and improve performance with the appropriate settings for your device.

CONTROLLERS

The original touch-screen controls have been adapted for Steam Deck, and should also recognize any generic Xbox-style controller. You can study these controls at any time via the in-game options:

D-Pad / Left Stick = Move

A = Run

X = Attack (hold and release)

Y = Grapple (then any button with or without a direction to execute a throw or hold)

B = Pick-Up / Drop (with a direction to throw)

Right Stick = Use object

Stick Button = Sleep (Hold to meditate and then use either stick to direct your attention)

Shoulder Buttons = Miracle (once activated)

Shoulder Triggers = Zoom in / out

Start / Select = Pause (and then exit)

MENUS

To access menus via a controller, you press X or A to change a highlighted value in either direction, whereas B is the back button. When accessing options via mouse (or touch), you click to either side of a box to change its value.

Screens with tabs or pages can be browsed with the shoulder buttons or triggers.

* Some aspects of editing, such as naming & colouring, are still better suited to mouse & keys - but can also be accomplished on Deck via touch or by pressing STEAM + X to invoke a virtual keyboard.

KEYBOARD

Playing with keys assumes you will still have access to a mouse to click on-screen icons - such as the EYE, which you can tap once to sleep or hold to meditate.

Cursors = Move

Z = Run

A = Attack (hold and release)

S = Grapple (then any button with or without a direction to execute a throw or hold)

X = Pick-Up / Drop (with a direction to throw)

SPACE = Use object / Gesture

SHIFT / CTRL = Miracle (once activated)

Eye = Sleep (Hold to meditate)

Book = Further reading

-/+ = Zoom out / in

CTRL + W = Switch between windowed and full screen modes.

P = Pause

ESC = Exit

OTHER CONTROLS

- Press ATTACK and RUN together to launch a powerful attack.
- Press ATTACK and GRAPPLE together to block.
- Press RUN and PICK-UP together to pick up 2 objects at the same time (or combine those you're already holding).
- In a grapple, press any button with any direction (or none) to trigger different moves.
- Press any command to speed through conversations.
- Look out for other hints in the game itself from scrolls or other characters!

MEDITATION

Whichever control method you use, the game's wonders are unlocked by meditation once you reach that far in the story. This is a productive alternative to sleep, which allows you to burn off any red "sin" and build up positive yellow "spirit". This energy can then be directed out towards any powers you have learned in the story. You can either hold your attention over a power like "Healing" to benefit from it, or release your line over it to put the power in your hands for as long as your spirit will allow! Positive or negative energy can also be accrued elsewhere in the game via your choices or actions.

If I described all of the game's secrets, the world could not contain all the books that would be written - so I hope you enjoy figuring some things out for yourself!

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