The toughest prison sim in the yard is back to serve its 3rd consecutive sentence -
combining classic moments from the OG with the best aspects of 2D,
while putting out a few hits of its own!

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.** Also note that Windows 10 is assumed, so drivers older than Xbox One may not be recognized. 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!**
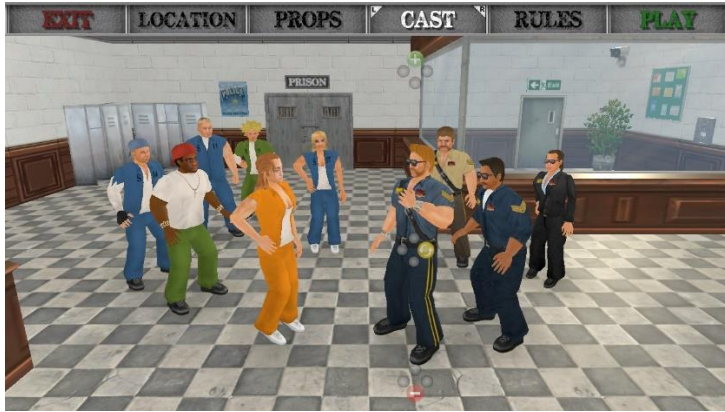
Fight Scenes

Upon proving you can complete a sentence properly, you gain access to 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. Tapping a character will allow you to replace them with another of your choice, whereas holding the command with a direction allows you to reposition them. Under "team" rules, placing characters either side of the centre separates them into rival factions (i.e. cops vs criminals) – otherwise individuals fight for themselves in their default role. Combatants are eliminated when killed, knocked unconscious, or forced to submit from a hold. 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 proving you can complete a sentence legitimately, you also unlock access to an inbuilt "Editor" where you can save your changes to every character in the city to make it 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. Each character has 3 separate outfits – so make sure you are editing the intended one by selecting it first from the "Costumes" home page. You can always return to a tab's home page by selecting the tab again (or pressing the back button). If one costume

should resemble another, you can clone the existing one by holding over the corresponding arrow (or either shoulder trigger). You can even copy entire outfits over from other characters via the "Cloning" tab. 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 pressing those commands (or the left/right shoulder triggers respectively). **Please note that any changes you make to prison colours may be overridden by the colour of their block.** 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 in between saved games to prevent any unintended consequences, as the active star character will not be affected by any changes around them.** 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\Old School\Save.bytes
Android: InternalStorage/Android/data/com.MDickie.OldSchool /files/Save.bytes
Switch: Hard Time III / 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.
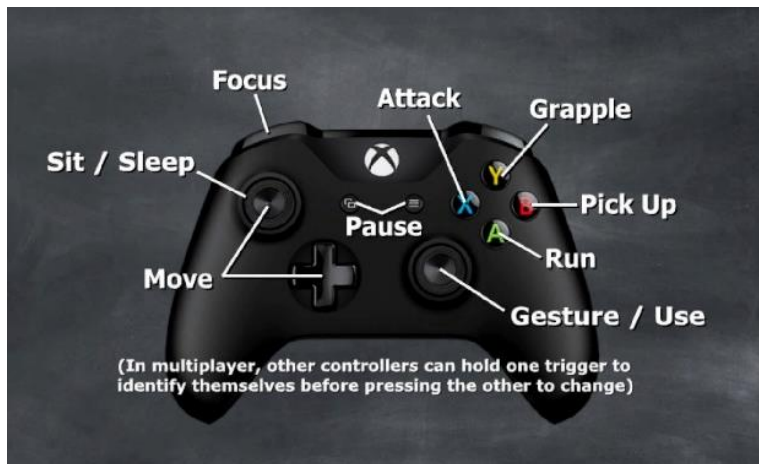
Controls

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 dismount steed)

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

⦿ = Grapple / Release / Dismount steed

⦿ = Run (without a direction to charge ahead, double-tap to jump)

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

RIGHT STICK = Interact with props/scenery, initiate conversations (arrest in a grapple)
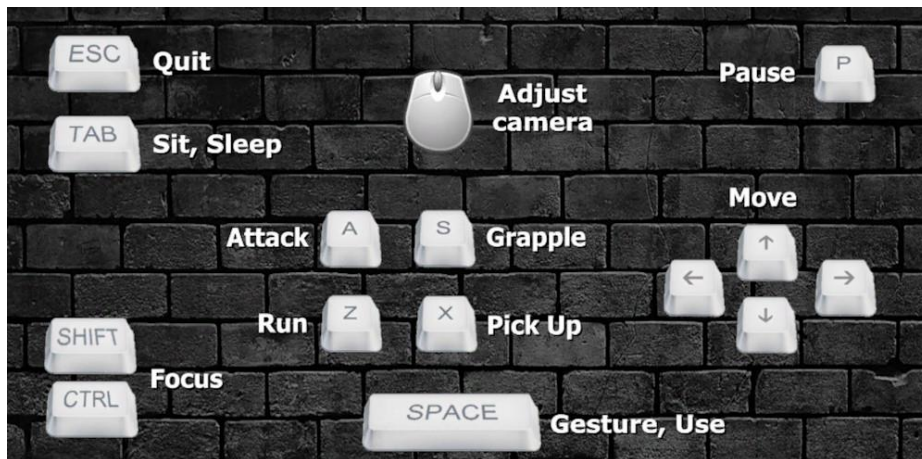**RIGHT STICK BUTTON** = Swap hands
SHOULDER BUTTONS = Switch focus (once with a direction to find nearest, repeatedly to browse all, hold to disengage)
SHOULDER TRIGGERS = Hold one to identify yourself in multiplayer and press the other to control a different character
START / SELECT = Pause
D-PAD = 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 (without a direction to charge ahead, double-tap to jump)

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

SPACE = Interact with props/scenery, initiate conversations (arrest in a grapple)

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

TAB = Kneel > Sit > Sleep (Control a different character where possible)

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.
- 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).
- Hold TAUNT + PICK-UP to deliberately set fire to a small 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 move set.
- 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 arrest or interrogate the victim).

Shooting

This game introduces shooting for the first time in 3D. Like striking from a distance, simply holding the ATTACK command 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". In most cases, simply focusing on an opponent and firing will automatically have the desired results. It is 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!

Adrenaline

The thinner yellow meter under a character's health indicates their mental health. When this is filled by positive experiences they may enjoy an "adrenaline rush" – where they temporarily become 10% stronger in every respect, and any move they trigger will either be a special move or a stronger version of an existing move (such as a hold or attack). Inversely, **if your spirit is exhausted your character will have a nervous breakdown where you literally "lose control" of them!**

Multiplayer

Other controllers can join the action at any moment by pressing the **START** 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.**

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. 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!**

> ALRIGHT, MIKE BAIL, THAT'S YOU PROCESSED.
> YOU'RE NOW KNOWN AS PRISONER #N-009.
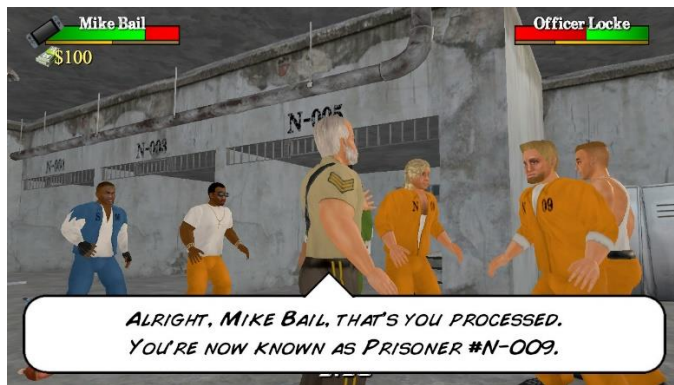
Schedule

This game takes place in seamless real-time, challenging you to take responsibility for every minute of every day – from the moment you wake up in your own cell to the moment you make your own way back to it! This tends to be 8am to 8pm, but wardens reserve the right to adjust the schedule – as well as which cell or block you belong in. You are not expected to sleep outside of these hours, and will be nagged into getting out of your cell and on with your day. Upon serving every day of your sentence, you will be escorted back to civilian life – but even this can go up or down depending on your behaviour. You can save your progress by exiting to the titles at any quiet moment, otherwise there will be regular saves in between scenes.

Health

Your green health meter is gradually drained throughout the day – especially if you choose to run everywhere instead of walking! The longer your health has been low, the harder it is to restore fully – but eating & drinking can restore energy in small chunks. Getting a good night's sleep on a comfortable bed is the most reliable way to restore health, and also a good way of passing the time if you want to fast forward through uneventful periods. You can try to sleep at any time by pressing the left stick as a button, the TAB key, or tapping the health meter. As in real life, it is difficult to sleep if you are full of energy – so spending it in order to sleep should be part of your routine. Many activities and forms of exercise literally spend your health and turn it into improved attributes. Other vices such as cigarettes & alcohol can also turn your good health into good spirits, with an additional risk of becoming sicker than you intended! Upon losing your health entirely, you will collapse onto the floor and fight to regain consciousness. If you are not lucky enough to do so, you may wake up injured in a hospital – otherwise your life could end entirely. You can also choose to go to the hospital to seek other health benefits – such as surgery to heal injuries or therapy to boost attributes.

Attributes

Each character consists of the following physical attributes, which are only as good as their health and could be up to 25% weaker when tired:

- **Reputation** is how respected (or feared) you are by others and influences how likely you are to get your own way with them. Accomplishing tasks or winning fights will improve your reputation, whereas failing or being subordinate will damage it.
- **Strength** determines how much your attacks hurt and how easily you can perform power moves. A certain level of strength may also be required to lift heavy objects. It can be trained by lifting weights.
- **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.
- **Agility** influences 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. It can be improved by climbing, gymnastics on the mats, or running laps around the gym/yard.
- **Stamina** determines how quickly your health goes down throughout the day and how much is recovered by sleeping. It can be trained by running laps in the gym/yard or swimming in the pool.
- **Attitude** is a more positive version of your "reputation" for doing the right thing or not. Accomplishing tasks and co-operating will improve your attitude, whereas letting people down or being disagreeable will damage it.


Conversations

Other people will regularly engage you in conversation to either remark or ask you a question, where you typically choose a positive or negative response. To do this, you simply tap the line of dialogue you wish to use or highlight it with a direction and press the relevant button. In multiple choice situations, you can also press either side of the dialogue to change it before committing. Instead of waiting for the drama to come to you, you can initiate some conversations yourself by looking at someone and gesturing towards them! If you bother people too much it will damage your attitude, and being rejected will damage your reputation – so it's like a currency that you spend to get your own way. A more aggressive approach is grabbing someone and then holding the command – where intimidating characters are more likely to get their own way at the expense of the relationship. In the case of police officers, this is how arrests are made.

Relationships

Harming people or disobeying them will turn them into enemies, whereas being agreeable and co-operative allows friendships to develop. Every time you please someone, the relationship also has a chance to become romantic – with hugs & kisses that bring health & happiness to every interaction (so long as you're not witnessed by somebody else who might be jealous!). You can also seek these relationships through successful dialogue. Allies are key to surviving fights, as they will rush to your aid if they can see clearly enough. For this reason, it is equally important to know if somebody is well-connected before you start a fight with them. Gangs are especially defensive and loyal. Becoming part of one offers enhanced protection, but also requires your unfailingly loyalty when asked to do something. You can attempt to start and expand your own gang via the dialogue system – at which point you can then head to a wardrobe to choose a name and other details such as a unique greeting!
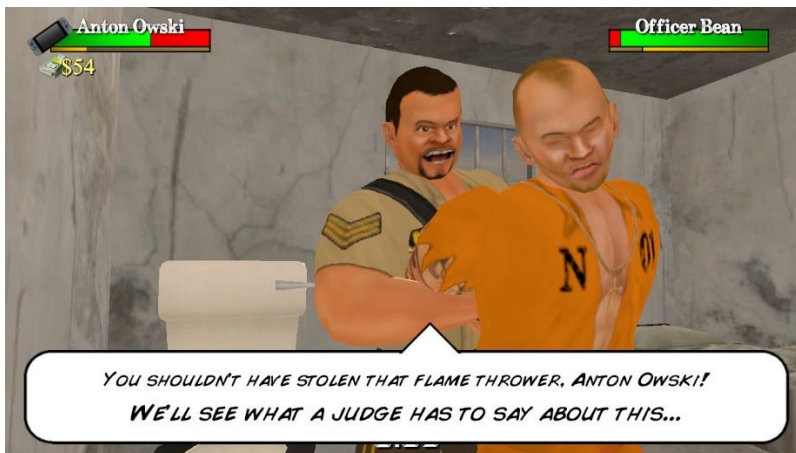
Crime & Punishment

There are dozens of crimes that you can be accused of if they are witnessed by an officer (or an especially vindictive peer). Even if you think you got away with something, it may only be a matter of time before the police build a case against you. These may escalate from warnings and beatings to a full-blown arrest warrant where sirens blare and every officer is alerted to hunt you down! Upon being arrested, your case is presented to a judge who may or not agree with the charges. If you are convicted there are numerous punishments to endure – from physical limitations to fines and sentencing.

Finances

Inmates go into prison with a small amount of money to spend on daily necessities such as cafeteria food. It is then possible to top up your credit by accomplishing tasks, sweeping floors, painting art, fixing furniture, crafting objects, or trading possessions. Prices are subsidised to keep them lower in prison than they would be in the outside world. Upon being released, you may find that you are also charged with anything you walk out of a store with! Working as a police officer is the most lucrative role in the city, where you are paid for successful convictions and helping to solve other cases.

Fashion

You can spend money on costume changes by accessing a wardrobe wherever they appear. The hairdryer is also a unique way to adjust your appearance on the move. In prison, there are certain basic outfits that are designed to be painted the colour of the prison block. Deviating from this too much will attract criticism from the wardens – especially if you attempt to impersonate one! Otherwise, there are certain "fashions" that you may want to keep up with to preserve your reputation. Every day, something becomes fashionable or unfashionable so you may want to dress accordingly.

Forbidden Doors

You can try to access most doors by simply walking against them. For prisoners and civilians, some doors may be inaccessible (unless you have a key!). Shared facilities such as the hospital or courtroom only allow you to exit to the domain where you are allowed to roam. Other venues may charge a small fee to let you in – such as the various forms of transport that allow you to quickly access other locations. Upon being released, there are a variety of places to call home and you will only be allowed through that door on the street – so it's important to pay attention to your address whenever other people mention it! Until you are familiar with the city, look out for signs that indicate where a door or path leads. You can also check your in-game map at any moment or in between scenes. You may even discover secret shortcuts that aren't on any map! The city is still under construction and will be growing all the time…

Further Reading

There's more to this game than I could ever explain here, so I hope you enjoy figuring some things out for yourself! Or you can keep an eye on social media for more hints and discussion:

Steam: https://steamcommunity.com/app/3009850/discussions/
YouTube: www.youtube.com/MDickieDotcom
Twitter: www.twitter.com/MDickieDotcom
Facebook: www.facebook.com/MDickieFans