

Devwill
www.downloadstudio.wixsite.com/games

The game supports generic USB's gamepads

Default Controls:

Left/right Arrow Keys: walk

S: jump

D: fire

Video keys:

F11: toggle Fullscreen

F10: Change resolution (try one that better fit your Monitor resolution)

[and ' : (close to Enter) Change Brightnes

]: (close to Enter): toggle scanline filters on or off (only scanlines, the "old B&W movie effect is allways on, it's part of the intended aesthetics of the game)

ESC: Options and Quit menu (where you can remap the keyboard and gamepad)

Trouble shoot

Q: I experimenting problems with configurations, what can I do?

A: Reinstall it on Steam or delete de "Cabinet.ini" in the game files

Q: Some times when I quit the game Steam still shows it like it was running, what can I do?

A: Just wait and it will normalize.

Q: The first time I run the "Devwill.exe" on Windows 8 or 10 it asks me to install "directplay", is it safe?

A: yes, ist a windows component, your OS will instal it from microsoft servers, it is safe and required

Q: The game runs in a small square, even in full screen. How can I make it expand to the entire screen?

A: DevWill runs in a square screen format, maximum 1025X1025. If you monitor is in a higher resolution the fast workaround is to: 1) Right click on "Devwill.exe" and go to properties. 2) In the "compatibildiade" tab check the "Run in 640X480 screen resolution" option, and apply the action. 3) Run the game, wait it load, and press F10 until you have a resolution that best suits the new condition. or, if the drivers of your video card have some profile per game feature you can also use this feature.

Q: When I try to run the game it gives the error message: "Failed to load the game data. File seems corrupted". What can I do?

A: This is a common incompatibility issue with a lot of indie games, specially the ones made with Game Maker, and happens only in a few computers. The solucion, as strange it looks, is delet all printeres instaled in your computer (even if you do not own a printer). This seems to work for everyone who got this issue.