A ROOM BEYOND

User Manual

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A Room Beyond is production of
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Installation and Setup

Installation on Steam

1. Go to the game's Steam shop page http://store.steampowered.com/app/454330
2. Purchase the full version and follow on-screen instructions or click Demo download button.

Installation with having a Steam Key

If you already have a key, activate it directly:

1. Install Steam Client from http://store.steampowered.com/about/
2. Start Steam Client.
3. Click *"+ ADD A GAME"* near the lower left corner of the Steam client window.
4. Select *"Activate a Product on Steam"* from the popup menu.
5. Go through the steps of the wizard dialog and enter the game key when asked.
6. After successful activation the game appears in *LIBRARY* > *Games*.

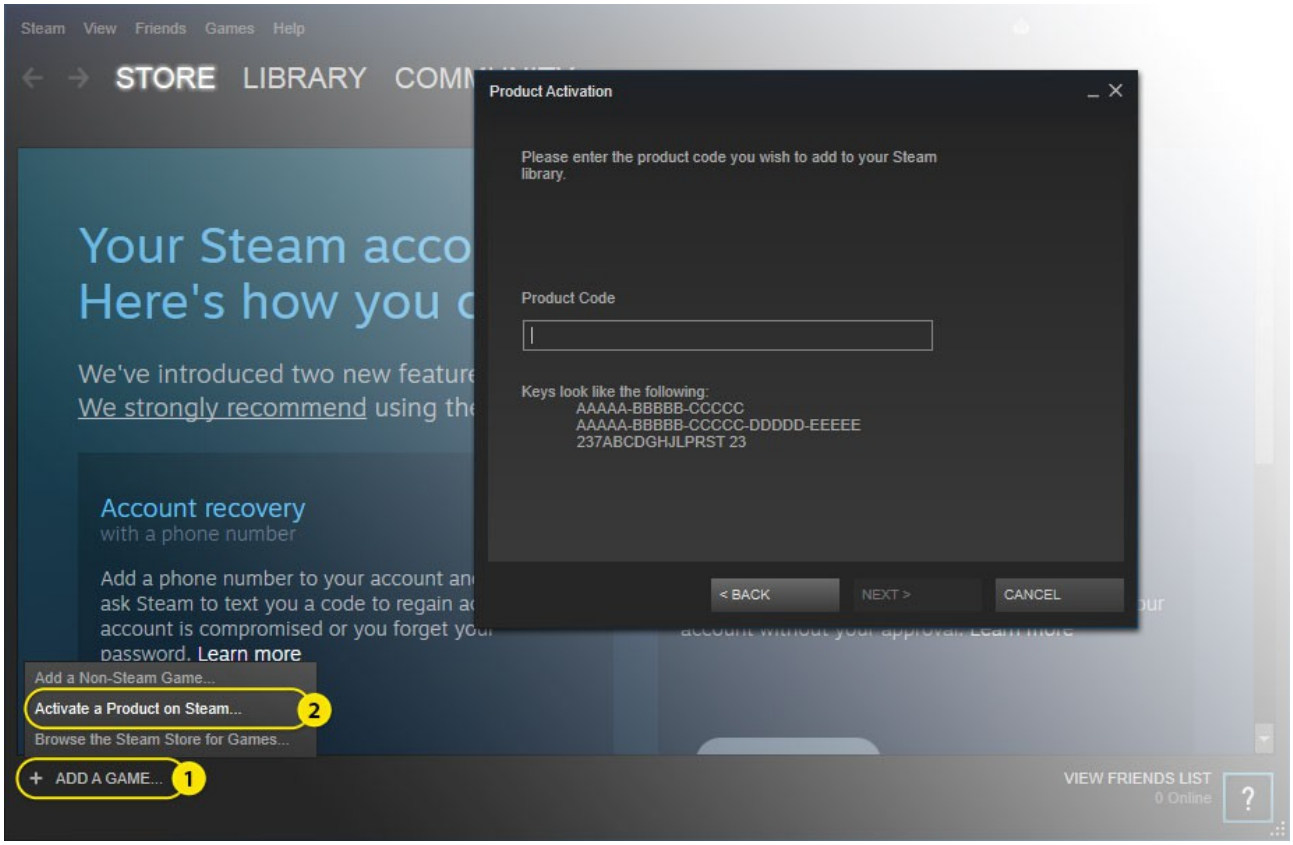


Fig. 1: Activate a Steam key.

Update existing Installation to newer Version

Steam client will automatically keep your installation up to date.

Removal / Uninstall

1. Open Steam client.
2. Find the game in your games library.
3. For a non-residue removal start the game, go to Settings and execute *Reset configuration*. (see page 8). If you skip this step the game's settings will remain on the computer's registry and may be recovered when installing the game.
4. Right click the game's name and select 'Remove local files…'.
5. Follow on-screen instructions.

Settings and Options

Select *Settings…* in Main Menu to customize the software's behaviour to your preferences.

Category "Configuration"

▸ *Language*

Changes localization language for all screen texts.

▸ *Limit Framerate (FPS)…*

Allows to limit the number of frames rendered on very powerful hardware to avoid visual artefacts. Options are:

- Unlimited Disable limitations, the game will render with the highest possible frame rate for your system.
- Limit to 60fps Default setting. Will try to render no more than 60 frames per second.
- Enable VSync Try this option if you experience Screen Tearing[1].

☑ *Show Tutorial*

When checked, some tutorial slides and instructions on how to play are shown at various points in the game.

☑ *Show Scene Exits in Hint System*

When checked, trails to exit the current camera view will sparkle blue while CTRL key is pressed.

☑ *Automatically walk to distant Hotspots*

When checked the player character will automatically walk to hotspots that are too far away. If not checked, a message appears that the hotspot is too far away. You have to walk to the hotspot manually to activate it then.

☑ *Show Audio Effect Description*

A few audio effects are essential to storytelling in the game. When you play without sound, these important elements will be missed. When this option is checked, a textual description of important audio effects is shown while the sound plays.

☑ *Play optional Background Music*

At some locations music is played in background. Music that is not essentially important, can be disabled by unchecking this option.

1 https://en.wikipedia.org/wiki/Screen_tearing

☑ *Show optional Effects*

Uncheck to exclude some decorative effects from rendering which could help to increase performance on systems with low rendering power.

☑ *Enable feature XXX*

This setting will only appear for game versions that support some special features like the ones unlocked by promo code. Check or uncheck to include or exclude those unlocked features.

Category "Web Services"

☑ *Social networks…*

Only on mobile. Click to open social media connection screen for connection with your Google Play account.

☑ *Check for updates online*

Only on standalone distributions. When checked, the game will search if there is a newer game version available online. Software versions distributed via gaming networks like Google Play or Steam support this feature through their corresponding external frameworks. The option is therefore not available on these networks.

Category "Data and Maintenance"

☑ *Hide automatic savegame*

When checked, the automatic savegame slot will not appear in the list of savegames. See savegame description.

▸ *Explore savegame path…*

Only on desktop. Opens the folder where savegame files are stored in File Explorer or Finder.

▸ *Reset configuration (exits session)…*

Settings and customizations are stored in the computer's registry. Click this item to reset them to factory settings. The game exits for doing so. You can restart the game to start with a fresh configuration.

Note: Any promotional codes are reset too and have to be re-entered.

Note: Savegames are *not* changed or removed when resetting configuration.

Interaction and GamePlay

Basic Interaction: Point and Click Control

The core principle of interaction is very easy:

Simply move your mouse over different areas on the screen and click where the appearance of the mouse cursor changes.

Depending on the type of hotspot, your overall progress in storyline and other conditions, different cursors will appear and different actions will be triggered by a click.

Gameplay is modeled in third person perspective. This means that your input controls the actions performed by a virtual character.

Cursor Symbols and Action Types

The following list summarizes common gameplay actions in *A Room Beyond*. Availability of some actions depends on progress in game, game release and purchases.



Next slide. Dialog texts or zoomed views freeze so that you can take your time to look at it. Click once to continue when you have read the text.



No specific action. This cursor appears when no specific interaction is possible in a game scene. At some places it is used for 2D interfaces, i.e. inside game menu dialogs.



Touch, push and pick up. Click to trigger various actions like pushing buttons and levers, touching surfaces or pick up items into inventory (see below).



Examine. The eye cursor indicates that you can get more information about an object or area when you click on it.

Tip: At some places the cursor changes into another interaction cursor, i.e. pickup, only after you examined the area using the eye cursor.



Historic Cursor. When a cursor appears gray this indicates that you already performed the action. When you click again, the same action is triggered as before. Using this technique the game avoids the repetition of already known contents. You see immediately what you already know and where undiscovered elements can be found



Walk. Click on a place on the ground to move the game character towards the clicked position. If the character cannot move exactly to the clicked position, he will try to walk as close as possible towards the clicked area.

Tip: Double click on ground to run.

Tip: Some trails are not obviously visible.



Note: While walking no other actions (like examine, pickup, …) are possible until the character stopped walking which is indicated by a footsteps cursor. You can stop earlier or change the walk target by clicking to a point on the ground anytime, also when the character is already moving around.



Treasure Hunt. The spot below the cursor might hide a treasure! Click to get a description of the spot. Drag an inventory item on the spot to search for hidden items.

Tip: Different treasure spots may require different tools to find a treasure. For example to open a chest a key may be needed, to retrieve a buried treasure a shovel may be used, etc. The spot's description can give a hint of what tool is needed.

Note: Not all treasure spots contain a treasure, some are just empty or contain other things.



Lantern Drop Spot. The spot below the cursor can be used to place a lantern. Drag a lantern from inventory and drop it on the spot.

Character Interaction

You will meet a variety of non-player-characters (NPCs) which you can interact with. They may appear in human, animal or ghost shape. Some are friendly, some are hostile. Interaction possibilities differ accordingly.



Talk. When you meet other characters, you can talk to them when the speech bubble cursor appears. Simply click on the character to start a dialogue.

Tip: You can talk more than once to some characters to gain new story information.

Tip: Listen to characters carefully as they might give you valueable hints on how to proceed.

Talking about objects. Characters can comment on objects in your inventory. To hear what a character knows about an object, drag the item from your inventory on the character.

Talking about topics. Some characters know a lot. The bubble cursor will open a set of topics that are available for discussion. Choose one by clicking

on it. Select the "Exit" button to leave dialog mode.



Fig. 2: Example of Topic Selector.

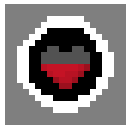


Attack. Click to fight an enemy. To hit the enemy the player character has to stand close to the enemy character. Some beats may not hit, but each hit weakens the creature until it dies.

⚠ *Caution:* When the player character is close enough to hit the enemy the enemy can also attack the player.

Using weapons. Fighting with bare hands is possible, but using a weapon is much more effective. To use a weapon, drag it from inventory to the player character. Inventory items currently used as weapon are labeled with a ruby: 

💡 *Tip:* Some non-player characters can carry weapons, too! Drag a weapon on the character to arm. Drag another weapon to the character to exchange the weapon and to return the previous one into inventory.



Player's health. Keep an eye on the player character's health which is represented by a heart symbol in the upper right screen corner. Each injury will make the heart turn more gray. When the heart is completely gray, the character dies.

💡 *Tip:* Click on the heart icon to see a numeric value of the character's health.

⚠ *Caution:* When the character died, you have to restart from scratch or the latest saving point.

Benefits from experience. Fighting is influenced by two major components: the weapon used to hit an enemy and the experience gained from previous fights. The more characters fight, the stronger they get.

💡 *Tip:* Remember that this applies not only to the player's character, but also to NPCs.



Heal. Click to fill up the player character's health. This action is possible at some healing wells at different locations.

Some healing wells may give just small portions of healing or they may dry up after some usage.

💡 *Tip:* Some items can be used to take healing water into inventory.

Note: A gray heart cursor indicates that your health is already 100%.

Specials



Web Link. Opens a website in your system's default web browser.



Godspeed. Click to make the player character walk towards the flash's position. Click a second time while the flash is yellow to teleport at that point immediately. Teleportation points appear at specific points in game after the character walked over them once.

Note: This feature requires unlocking with a promo code.

Keyboard Shortcuts (Desktop)



Open Menu or Cancel. Press Escape key to open the in-game menu or to skip the opening credits movie.

Note: To open the Game Menu per mouse, click the Pause icon in the upper left corner anytime.



Confirm dialogs. Press space key to confirm text displayed during a dialog. This is identical to a left mouse button click in dialogs.



Save Screenshot. Press Shift+F12 to take a screenshot which will be saved in a subfolder *screenshots* on your desktop.

Tip: Other ways to make a screenshot:

- On Steam, use the framework's screenshot functionality F12.
- On MacOS, use the system's screenshot functionality ⌘ shift 3.
- On Windows 8, use the system's screenshot functionality (⊞ + Print).



Previous Slide. Press left arrow key in slideshows to navigate to the previous slide.



Next Slide. Press right arrow key in slideshows to navigate to the next slide.



Scroll Down. If you carry more inventory items than can be displayed on screen, press down arrow key to scroll to the next row of inventory items.



Scroll Up. If you carry more inventory items than can be displayed on screen, press up arrow key to scroll to the previous row of inventory items.



Call Whisper Voices. Press and hold Control key to make points of interest glitter. Additionally screen exits sparkle blue, if this is activated in Settings. Hold right mouse button to have the same effect like pressing Control Key.

Inventory and Object Organization

Beside simple mouse click interaction, an inventory is provided which allows to pick up objects and re-use them at other places. The following images illustrate the interaction principle.

To pickup an object from scene into inventory

…simply click when the hand pointer appears. When there is an inventory item that can be picked, it will be taken automatically.



Fig. 3: Objects move into inventory automatically on click.

Item that you carry in your inventory

… appear as overlay at the bottom side of the game screen.

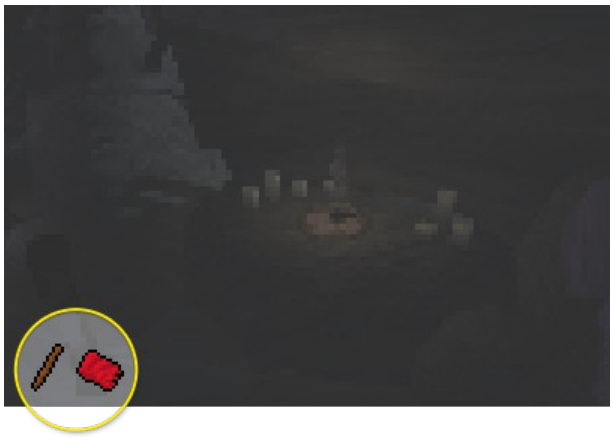


Fig. 4: Inventory objects appear on the bottom left screen corner.

To inspect an inventory item

… click once on the item. A text slide will appear that contains a short description of the item.

Tip: Sometimes item descriptions give clues of how the item can be used.



Fig. 5: Click on item to see a description.

To use an inventory item

… drag the item and drop it to a location on screen. If the item can be used with the drop target, the action will be triggered. If usage is not possible, nothing happens. Most items will be removed from inventory once they were used successfully.

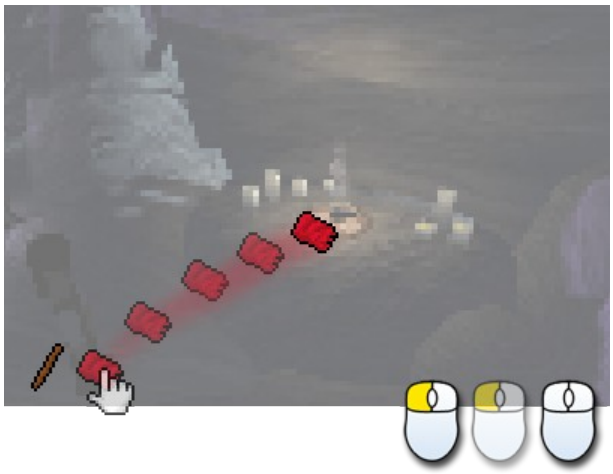


Fig. 6: Drag items and drop into scene for interaction.

Creation of new Items

Some items can be combined with others to create new items. To do so, simply drag and drop one item on one other in the inventory. For example drop the stick to the piece of fabric to create a flag.

If a combination is not possible nothing will happen. If a combination is successful, the original ingredients will be removed from inventory and the new composite item will be added to the inventory.



Fig. 7: Some items can be combined by dragging one on another.

Organizing many items

When a lot of items are carried, screen space might be too small to show all items. Therefore the whole item collection will be organized in lines.

There are 3 ways to scroll between the lines:

- Scroll the mouse wheel
- Press the up and down arrow keys on the keyboard
- Click the triangle buttons which will appear only if scrolling is possible



Fig. 8: Use mousewheel or scroll buttons to scroll between item rows.

Save and load game progress

Players' progress can be stored in SaveGames files. They freeze the whole playing experience which allows to pause and resume the game anytime.

Each access to SaveGames is managed through the SaveGame Manager interface:

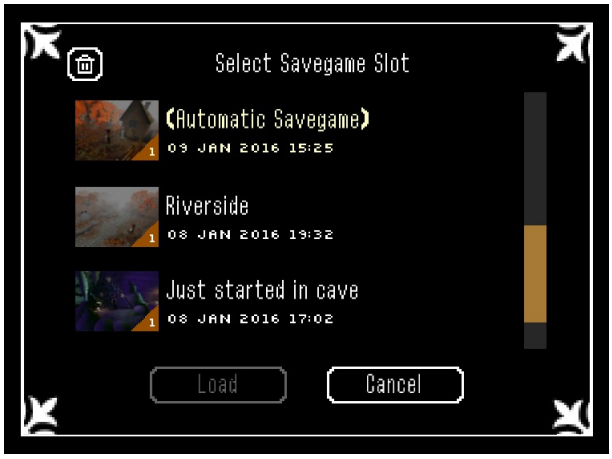


Fig. 9: Savegame Manager

Saving the game's current progress

To save your current progress:

1. From within the game click *Pause Button* to open overlay menu.
2. Select *Save Game…* .
3. Select the game slot:
    - To override an existing slot: Select the savegame you want to replace.
    - To add a new slot: Find the slot titled *New Savegame* having a white preview image.
4. Type a short description into the caption field of the slot.
5. Click *Save* button.

Using Autosave

The game creates an automatic savegame slot and stores the recent progress at various save points during the game is played.

Good to know about *AutoSave*:

- ⚠ *Caution:* There is only one AutoSave slot which will contain the last game session. When starting a new game or loading a savegame this slot is always overwritten.
- Create your own savegame slots. The basic idea behind autosave is just to preserve your progress in case of crashes.
- AutoSave is a special slot that will not appear for selection when manually saving.
- If you don't want to see AutoSave in the savegames list, you can hide it in Settings.

Loading a SaveGame

To resume an earlier saved game:

1. Go to *Main Menu*. If you are currently playing, exit the current game using the *Pause Button* and return to Main Menu.
2. In Main Menu select *Continue Saved Game*.
3. Select a savegame slot from the list and click *Load*.

Note: The menu item *Continue Saved Game* is not accessible before the game was saved at least once.

Note: The number overlays indicate the Episode of the slot's progress. A game saved in Episode 1 will have an overlay number of 1 and so on.

Note: In free/demo version (containing Episode 1 only) SaveGames from Episodes later than 1 are not supported nor shown in the slot list.

Deletion of SaveGame slots

To delete an earlier saved game:

1. Go to *Main Menu*.
   - In Main Menu select *Continue Saved Game* to open SaveGame manager.
   - If you are currently playing, exit the current game using the *Pause Button* and return to Main Menu.
2. Click the recycle bin icon in upper left corner.
3. Select the SaveGame slot you want to delete in the list and click *Delete* to delete the SaveGame immediately.
4. When done, click the recycle bin icon again to return to *Load mode* or click *Cancel* to return to Main Menu.

⚠ *Caution:* Once deleted savegame files are gone forever and can not be recovered.

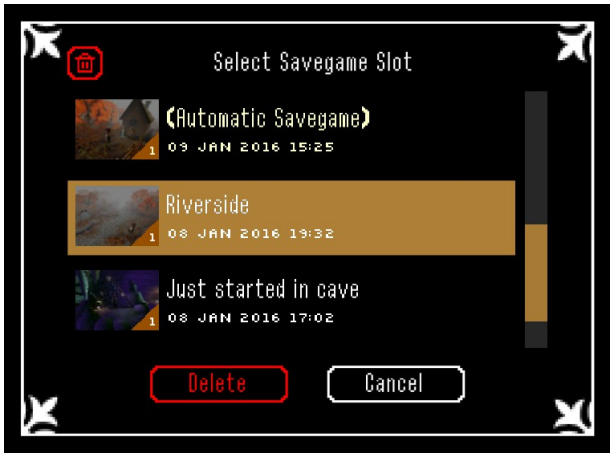


Fig. 10: Use trashbin icon to switch into deletion mode.

Backup SaveGame files

In rare cases like for backup or uninstallation you might need to access the savegame files manually.

To perform an manual backup of savegame files:

1. Go to *Main Menu*. If you are currently playing, exit the current game using the  *Pause Button* and return to Main Menu.
2. In Main Menu select *Settings…* .
3. Scroll down to the item *Explore Savegame Path* near the end of the list and click on it.
4. Finder or File Explorer will open an folder where all savegames are placed. Copy all files to your backup drive.

To restore an earlier backup of savegames:

1. Open Savegame Path in Finder/File Explorer by repeating the first 3 steps described above.
2. Exit the game.
3. Copy/Replace all savegame files from your backup drive into the folder.
4. Restart the game.

Cloud Synchronization

When using Steam client, savegames are synchronized automatically between all devices using Steam Cloud services. Synchronization happens before the game opens and after the game was closed.

Social Media Integration

Some versions of A Room Beyond (i.e. on Steam and for Android) support connection with your social media profile which enables some additional features.

How to identify if the game is connected to a profile?

When the game is connected to Steam or Google Play, your avatar (or a standard avatar) appears in the capsule below main menu and below overlay menu in-game.





Collecting Achievements

Achievements are additional targets that are not required to play the main storyline of the game, but which give some additional challenges. A connection to a game service (Google Play or Steam) is required to use this feature.

To unlock achivements in game:

- If you play while signed-in, achievements will be unlocked automatically as soon as you completed the achievement's tasks.

To review your achievements progress:

- You can review achievements and their status any time by opening the achievement page.
- This page can be opened by one of the following steps:
- For Steam: Press Tab+Shift anytime to open Steam Overlay.
- In Main Menu:
    - Select *Settings*
    - Select *Social Networks…*
    - Select *Show Progress* button next to your avatar image.
- While playing the game:
    - Tap *Pause Button* in the upper left corner.
    - Tap on your avatar image at the bottom of the menu.