One Night Two Crazies Manual

========== Controls ==========

Tab -> Look into the hallway or back at computer.

Space -> Shut or open the door (can only do this while looking into hallway).

Arrows -> Change Cameras.

Escape -> Quit at any time.

==========How to Stop Intruders ==========

First off, use you camera to spot enemies with the arrow keys. Enemies usually do not appear until after the level's phone call is over. Enemies can only move one room at a time to an adjacent room. You will see an enemy is moving when your camera temporarily goes offline for a split second while looking at them. If an enemy enters your hallway they will no longer be visible on any of the cameras. They can only enter the hallway from the bedroom, kitchen, or basement. While an enemy is in your hallway, you have a small window of time to look into the hallway with tab, spot them, and then shut the door using space. Enemies will make a running away sound when they leave the hallway, so do not open the door until you hear that sound. If you barely shut the door in time the enemy will pound on it repeatedly to scare you. Once an enemy has been shut out of your room they will run to a random room in the house other than the hallway. Holding the door shut or looking into the hallway drains sanity (see below).

The level ends when the silent alarm is tripped, which takes a different amount of time per level.

==========Sanity==========

As you look into the hallway or hold the door shut, your sanity drains. There are no immediate clues as to your sanity level until it starts to drop. You will see cracks on your screen, impossible visions and your computer will act strangely. As the severity of these symptoms increase, you will find it harder to repell the enemies. If sanity drops to 0 then you will stare motionless out the doorway completely defenseless. You can still complete the level in such a state, but it's not likely.

Sanity resets to full after losing or starting a level.