

HONEY ROSE

UNDERDOG FIGHTER EXTRAORDINAIRE

DIGITAL MANUAL

CONTENTS

FOREWORD.....2

TECHNICAL REQUIREMENTS.....3

INTRODUCTION.....4

CONTROLS
Basic.....5
Advanced.....6

GAME CONCEPTS OVERVIEW.....7

CHARACTERS.....8

DETAILED MECHANICS
-Visual novel details.....11
-Beat'em up details.....12
-Match details.....13
-Move list.....14

HINTS.....15

-KNOWN ISSUES AND TROUBLESHOOTING.....16

-CREDITS.....17

-SUPPORT THE GAME AND DEVELOPERS.....18

Sept. 2016 @lavantdapres
www.pehesse.fr/honey
A Game by Pehesse
Music by Morusque

FOREWORD



Hi! I'm Pehesse. The game you're about to play is the result of a journey that started three years ago. I want to express my sincerest thanks that you elected to play this game among all others! But first, if you'll allow, a few words about where this is all started... so I can finally put it to a close.

Three years ago, after a succession of frustrating and disappointing personal and professional experiences both within and around the games industry, I was ready to hang up my pencils and quit being an illustrator and a designer both. There was only one thing left I hadn't tried: making an entire game by myself. I thought this would be a fitting end to a career that had never truly started, and I began working on a prototype for Honey based on an illustration and a pitch I had made a year prior.

The intent was simple: I would make this game as best I could, relying on as little help as possible, channeling everything that I believed would be fitting for a game of this scope. The game wasn't Kickstarted, nor was it funded externally, nor did I receive assistance in any area where I could do the work that needed to be done myself. This absurd challenge was a test of determination. It took three years, but you're finally holding the result in your hands.

Is the game perfect? Most certainly not. I'm not a programmer by trade, and this is my first (almost) solo effort (Morusque being the other pillar behind this game with his fantastic soundtrack), meaning it's at best a rickety scaffolding threatening to fall over if pushed too hard in any direction. However, despite its obvious faults, issues, warts and defects, I also truly believe there's currently no other experience quite like it available, and among all the work I've ever produced, it's the single one I'm proud to have made at all. Its existence is proof of my dedication, and with it, I hope to surprise you, entertain you, and gain your trust regarding my abilities as a game maker. I hope you will play this game, enjoy it, and ultimately decide if I should pursue making more or not.

My pledge is this: if allowed to, I vow to keep making games with the intent to surprise and delight. I will not confirm to trends, nor will I design games to be "safe". There will never be a "Honey 2" that follows in the exact footsteps of this game. Every future work I make will be singular, designed to be what I believe to be best at any single moment, with the single aim to offer an experience I believe you will be pleasantly surprised by.

It has been said of any artistic creation that they're at best happy accidents, a culmination of unlikely encounters and lucky happenings. True to that consideration, that this game exists at all is nothing short of a miracle. I only hope it'll be worthwhile. That'll be your decision to make!

And with that, I very much hope you'll enjoy playing Honey Rose: Underdog Fighter Extraordinaire!

TECHNICAL REQUIREMENTS

MINIMUM SPECS

Windows OS
4GB of RAM
500 Mo of Hard Drive Space

RECOMMENDED SPECS

Windows 64-bit OS
8GB of RAM
500 Mo of Hard Drive Space

CONTROLLER

Keyboard, or Gamepad

The game is available as a desktop version, a Steamworks version, and a browser version. Follow the instructions related to the version you intend to play!

IMPORTANTE NOTE: For all versions, initial launch startup time can take several minutes. Please wait to make sure the game starts correctly!

	HOW TO INSTALL	FEATURES AND DIFFERENCES
DESKTOP VERSION	-download the game's installer here -run the game's installer -during the setup, you'll be prompted to select a destination folder for the game files -during the setup, you'll be prompted to install DirectX components. Please select "Yes" to allow for scanning. If you already have the correct components, the setup will aknowledge them and stop, if not, they'll be installed as part of the game's installation process. -start the game using honeyrose.exe!	-the desktop release is the most easily accessible version! -this version contains no DRM of any kind! -you'll need to manually update it when patches are released.
STEAM VERSION	-acquire the game through its steam page here -in your Steam Games Library, look for "Honey Rose Underdog Fighter Extraordinaire", and choose to Install it. -after the download is done, click "Play" to start the game!	-the steamworks version requires a Steam account to be used! -this version contains achievements and trading cards! -you'll get patches automatically as they are released!
WEB VERSION	-make sure you're using one of the following browsers to play the game: Chrome, Firefox, Opera, or Safari if using an .ogg plugin. -download and install the game's font package here -run the game's font package -access the game here -allow some time for the game's files to be downloaded, and the game will start as soon as it's ready!	-the web version needs no installation to work: simply access the link, and play! -the game's files, and everything related to your progress will be stored in your browser's cache. Be sure not to clear it, unless you're willing to erase your progress! -this version works with Mac and Linux!

INTRODUCTION

Honey Rose: UFE tells the story of Red, a young university student with dreams of making it big at the masked fighting tournament.

She looks up to Big Blue, the current champion, and aims to meet her idol in the ring! However, she has a history of poor class attendance, and has repeatedly failed her latest classes.

This year, she made a deal with her parents: she'd either graduate, or they'd change towns. Unfortunately, the masked fighting tournament also takes place for the first time in the very town Red lives in... making it her one and only chance to make her dream come true!

Thankfully, that's where you come in!

With your guidance, she needs to balance her studies with her training so she can bring home both the champion's belt, and her graduation. The game is a life-management simulation, presented as a visual novel, with beat'em-up elements.

In short: some reading, a little fighting... and lots of planning!



CONTROLS

Basic controls

IMPORTANT NOTE: *All controls are customizable from the options menu! You can also switch from Keyboard to Gamepad and vice-versa at any time during play!*

Default Keyboard Controls:



	During the Visual Novel segments	During the Beat'em up segments
Left Arrow	Move menu cursor left	Move Red left
Right Arrow	Move menu cursor right	Move Red right
Up Arrow	Move menu cursor up	Jump
Down Arrow	Move menu cursor down	Duck
D	Display Text	Attack
X	Toggle Status Bar	Special Ability
Spacebar	Confirm/Forward Text	Jump
Escape	Toggle Menu/Skip Transition	Toggle Menu

Default Gamepad Controls:



	During the Visual Novel segments	During the Beat'em up segments
LStick/D-pad Left/Right	Move menu cursor left/right	Move Red left/right
LStick/D-pad Up	Move menu cursor up	Jump
LStick/D-pad Down	Move menu cursor down	Duck
X	Display Text	Attack
Y	Toggle Status Bar	Special Ability
A	Confirm/Forward Text	Jump
Left/Right Triggers	--	Dash left/right
Left Shoulder	Cycle Font Set	Block left
Right Shoulder	Toggle Display Speed	Block right
Start	Toggle Menu/Skip Transition	Toggle Menu

CONTROLS

Advanced controls



DOUBLE-TAP
(Keyboard and Gamepad+ Gamepad only)

If you double-tap left or right, you'll dash in that direction!

Using a Gamepad, you can also dash using the trigger buttons!



CHAINS
(Keyboard and Gamepad)

You can perform a wide array of moves by performing quick succession of keys! For instance, down+special will result in a kick. Experiment to find them all, or refer to the move list at the end of this document!

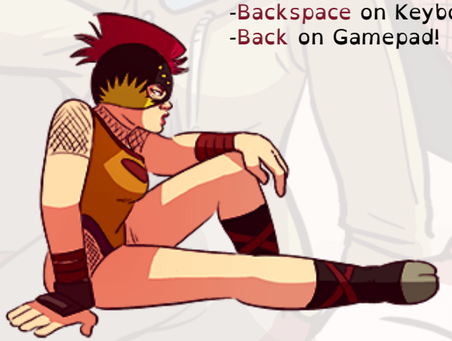


BLOCK
(Keyboard and Gamepad+ Gamepad only)

During a one-on-one fight, simply move away from your opponent to block!

During fights against multiple opponents, you'll need to press Special+move to block in the direction you want to block in!

Using a Gamepad, you can also use the shoulder buttons to block!



QUIT TRAINING
(Keyboard and Gamepad)

When training with Coach, you can stop training through the menu, or using a quick access key:
-Backspace on Keyboard
-Back on Gamepad!



SCENE AND MENU SKIP
(Keyboard and Gamepad)

Using the Menu button, you can skip the transition intro to most scenes! You can also skip the day-to-night animation!

Using the Menu button also allows you to fast-quit out of the options menu at any given time... and the Attack button allows you to return to the previous menu, no matter where your cursor currently is!



QUICK BUTTON
(Gamepad only)

Using the Quick button (default: B), you can access one of Honey's chain moves instantly! Choose which through the options menu!



FORWARD DIALOG
(Keyboard and Gamepad)

If you want to fast forward through the dialog while in Progressive Display mode, press Attack to instantly display the current text box! This while not confirm in menus, allowing you to safely fast forward through text!

HONEY ROSE
UNDERDOG FIGHTER EXTRAORDINAIRE

GAME CONCEPTS OVERVIEW

A student by day and a tournament masked fighter by night, Red needs to balance the needs of her dual life. You will guide her through the daily grind, assigning tasks and prompting her reaction to the many events that occur.

Your goal will be to raise her stats, both physical (for the matches) and academical (for the tests), while keeping her fatigue in check, doing what you can to improve Honey's reputation, and maintaining the façade that she's really "only" a student.

The challenge is that neither you nor her will be precisely aware of where she stands exactly in regards to the objectives you aim to achieve! You will need to consider your options carefully, and base your decisions not on a mechanical knowledge, but on the context.

Do you feel Red has trained enough to overcome her next opponents? Is there still enough time before the next test to cram in one last study session, or should you go to the gym one more time... just to be sure?

Honey Rose is a game about devising careful plans... and reacting to the unforeseen events that threaten to lead you astray!







CHARACTERS

Aside from Red, whom you'll get to know soon enough, here are some of the people you might encounter during your time together!

Alice

A lifelong friend, she shares Red's excitement for anything tournament related. While still trying her best to study, she can often be found skipping school to gawk at the official ring's upcoming matches fliers downtown.

Curtis

The self-styled tournament number one fan, Curtis is your go to source for gossip in regards to anything related to the official fights. With such an extensive pool of knowledge, it's both impressive and disappointing how poorly he fares on his tests. Maybe he has some other reason for doing that bad...?

Karine

A loyal friend, she's Red's school advisor, and support. Whenever Red skips a class, you can be sure Karine's there to cover her tracks – to an extent, of course. In addition to that, she'll be glad to help Red hit the books at the library and keep her on the path towards graduation.



Coach

If you want to become the top fighter in the tournament, he's the man to ask for guidance. Coach will help Red through thick and skin, for reasons he'd rather keep to himself.



CHARACTERS

Mom and Dad

The stern guide to Honey's future, Dad is a famed marine biologist and helped Honey enter her current course at Lacroix University. He's a very patient man and has given Red her fair share of chances already, so watch that his patience doesn't run out

The stalwart support to Red's present, Mom is here to remind her of anything she might forget, from tests to studying, to coming home on time to rest. After all, what else could be more important than your graduation?



Leslie

The irritating know-it-all, heir to a great lineage, she's necessarily successful at everything she attempts. She has some history with Red, though they aren't on the best of terms right now. Still, she makes it her mission to guide our heroine along the path of constancy and perseverance.



CHARACTERS

Little Sun

Little Sun is Red's second scheduled opponent... but the first that will pose an actual challenge. A relative newcomer to the ring herself, she managed to climb the ranks very fast thanks to her highly acrobatic fighting style. Will Red find the right counter to overcome this electric adversary?





Carrion Wind

Carrion Wind has managed to win the hearts and minds of many through her imposing aura, and remarkable fighting prowess. A tournament fan-favorite, will Red ever manage to catch up to this rising star?

Big Blue

A legend of the ring, Big is Red's idol, and meeting her as Honey, her dream. She'll need to work hard, and train harder, to make it a reality!



DETAILED MECHANICS

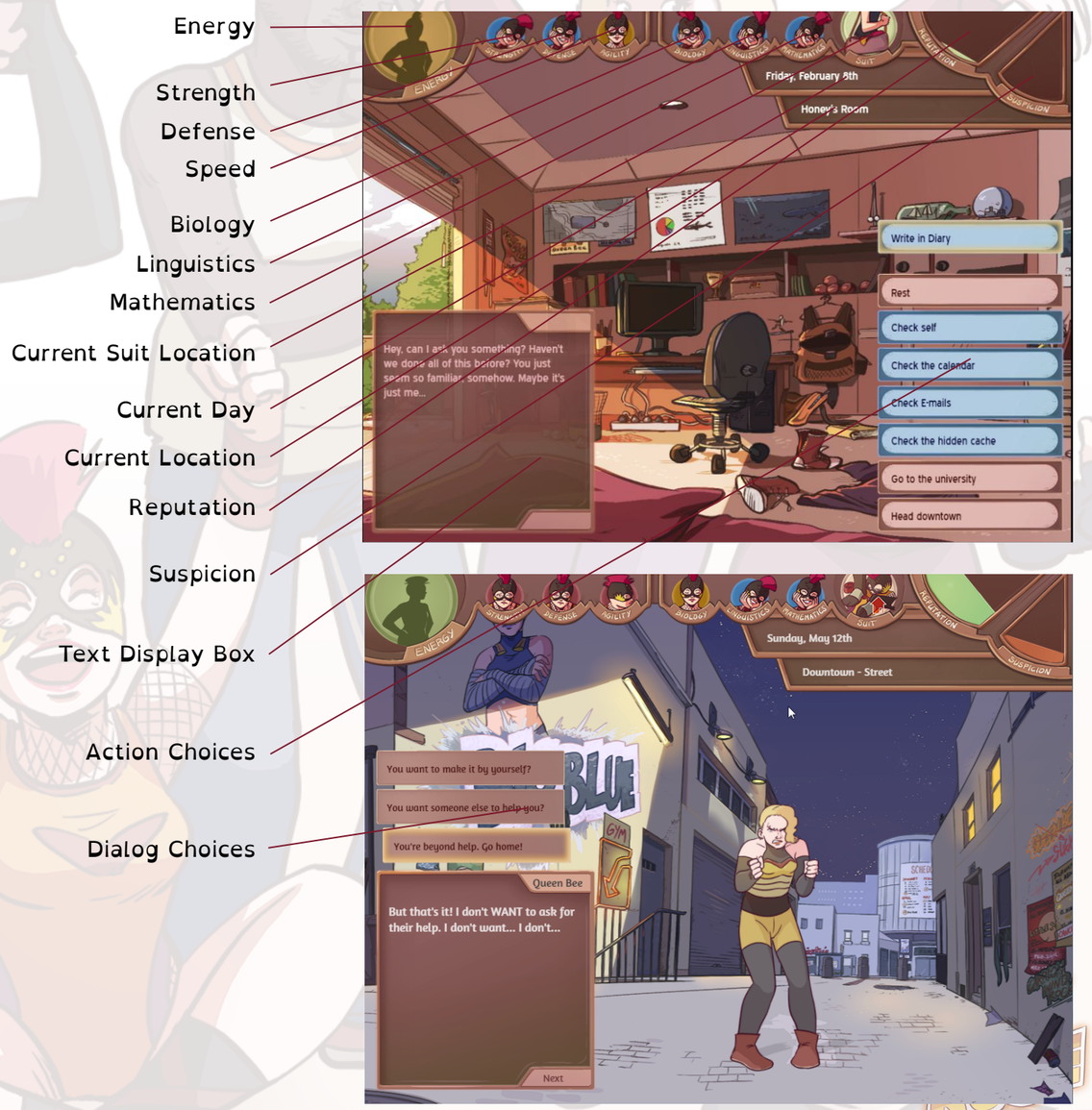
-Visual Novel Details

Here's an overview of the different stats displayed in the Status Bar:

Energy = Red's fatigue. Depending on her energy level, she'll perform better or worse during tests, battles, training and study. Be sure to rest enough!
Strength = Red's raw power. Directly affects the damage she deals during battles.
Defense = Red's stamina. Affects her total health, the amount of damage she receives, and her maximum amount of stamina.
Speed = Red's agility. Has an effect on her mobility and reaction speed, along with her stamina regeneration rate... and she might write faster during tests, too!
Biology = Red's prowess in Mr. DeLonne's class. Don't let this fall, or you'll never hear the end of it from Dad!
Linguistics = Red's aptitude in Mr. Nader's class. You wouldn't want to fail his tests two years in a row... would you?
Mathematics = Red's mastery of Ms. Allen's class. Red has a small reputation with maths, make sure it doesn't turn into a joke!
Reputation = Represents the overall appreciation people have for both Honey Rose and Red. Performing well on tests and in front of the audience are key to keeping it high!
Suspicion = Represents the overall amount of suspicion people have that Red is Honey Rose. If this ever maxes out... your journey is over!

Choices will appear either in blue or orange. Blue choices do not move the time forward, meaning you can freely select them if you think they're an appropriate course of action. Keep in mind that being free doesn't mean they don't have consequences!

During the visual novel segment, you'll have a multitude of short-term goals, and some longer-term ones. You'll want to study for any and all upcoming tests (unless you're willing to skip them), train to stand your own in the ring (unless you're ready to throw the next match), and ultimately get your Reputation as high as you can, while maintaining your Suspicion as low as possible!



DETAILED MECHANICS

-Beat'em Up Details

Here's an overview of the information presented on the screen:

-Player Health Gauge = Shows Honey's current amount of health. If this reaches zero, she's knocked out of the fight. Losing a fight on the street will often mean a hit to her reputation! In Ropewalker and Challenger mode, health will only slowly regenerate between street fights. To fully recover, you'll need to spend a whole day Resting from her room!

-Stamina Gauge = Shows Honey's current amount of stamina. Stamina drains with each move you perform. If you don't have enough Stamina to perform a move, you won't be able to attack! In Daydreamer mode, Stamina is disabled, so you can attack to your heart's content!

-Enemy Health Gauge = Shows the current enemy health. This will only display after attacking an enemy, to show this specific foe's health. Reducing each opponent's health to zero is key to winning street brawls!

During street fights, your objective is simply to defeat all of your enemies by reducing their health to zero. If you win, you will often be awarded reputation points, whereas if you lose, you'll often take a hit to your reputation. Street brawls are also a good place to practice your skills, and make sure you're ready for your next round in the ring!

You'll fight anywhere from one to six opponents at a time during a street battle. To navigate around your foes, you'll need to dash, and to block their attacks, you'll need to use the special button in addition to moving, or use the shoulder buttons on gamepad!

Your opponents will grow stronger as the year passes by, eventually requiring you to defeat them several times over the course of a single battle to finally call it quits! When an enemy comes back after being defeated, they'll often have reduced health - this is your opportunity to take them out for good! In Challenger mode, you'll need to prioritize which enemy to defeat, and when!





DETAILED MECHANICS

-Match Details

Match Fights use the same concepts as street fights, but they add a few twists of their own.

As you'll only ever face a single opponent at a time, you can block by walking away from your opponent. You will also be able to Grapple opponents, to land devastating blows, though be warned: grappled opponents will try to escape your grasp!

The ring itself is also an important factor during Match Fights: check with Coach, or the move list in this document, for more information about special moves!

Another factor to consider is Critical Hits: those can occur at random to inflict higher amounts of damage than normal to your enemies. They're determined through a combination of your physical stats... but you'll need to have studied an opponent match from the audience to unlock the possibility to land them at all! (In Daydreamer mode, you'll be able to critically hit whether you went to their matches prior or not!)

Lastly, the most important element to Match Fights is the audience! Their feelings towards your performance is represented through the Style Gauge. You can increase your amount of Style by varying your attacks and performing crowd-pleasing moves, whereas being overly defensive, getting hit too many times, or repeating the same motions will displease your viewers. If you win a match, your style will be converted into Reputation points, so try to please as much of the audience as you can!

If you lose a match, you still have a chance to make it out in one piece: as long as you escape with your mask on, you'll live to fight another day! If this button-mashing sequence proves too hard for you, you can toggle Hold Mode from the options menu.

To learn more about Matches and their intricacies, you'll need to visit Coach so he can tell you all about them. While you're there, you'll also want to take a look at the noticeboard: it displays a series of special conditions you can try to achieve during each Match Fight. If you succeed at any of these conditions, you'll earn a massive style increase! Timing and successfully achieving these special conditions can be the key to max out your style gauge, and win the audience's favor!





DETAILED MECHANICS

IMPORTANT NOTE: *If you'd rather discover the different moves yourself, don't read the following and experiment in the game! You can also train with Coach to find out more about Honey's abilities!*

-Move List

	On Keyboard (default)	On Gamepad (default)	Description
Straight Punch	D	X	Your most straightforward attack. Fast wind-up, fast recovery, low damage.
Forward Hook	D->D	X->X	The basic combo. Slower, but more potent.
Headbutt	D->D->D	X->X->X	The complete standing combo. Needs to be close to your opponent to hit. Slow recovery.
Duck	Down Arrow	Down	Instant avoid move. Needs to be timed well, but places you the lowest.
Standing Kick	Down Arrow->X	Down->Y	Longest reach, medium power, slow recovery. Excellent stopping power!
Rising Punch	Down Arrow->D	Down->X	Highest reach, interrupts air opponents.
Crouch Stance	X	Y	Switch between standing and crouching. While crouched, your hitbox is smaller, but you're slower.
Crouch Punch	D (while crouched)	X (while crouched)	Very long wind-up, but a devastating blow... if it connects. Consumes the most stamina.
Jump	A	A	Jump to avoid low attacks.
Jump Kick	D (while in the air)	X (while in the air)	The weakest, but fastest attack. Smallest stamina use. No wind-up at all!
Jump Punch	X (while in the air)	Y (while in the air)	Slow wind-up, but hits the lowest after the crouching punch. Ideal for crouching opponents!
Block	Move away/Move away+X	Move away/LB/RB	During matches, simply move away. When surrounded, you'll need to press Special in addition.
Counter Headbutt	Block, then D	Block, then X	After a successful block, you can counter with a headbutt that's a guaranteed critical hit!
Dash	Double tap left/right	Double tap left/right // LT/RT	Dashing allows you to get behind your foes, and avoid their hits. Slow recovery!
Grapple	Left/Right->X	Left/Right->Y	Attempt to grapple a staggered opponent. Can only be performed in the ring!
Grapple Combo	D->D->D (while grappling)	X->X->X (while grappling)	A quick succession of attacks, leading to a damaging break-off blow! Low stamina use.
Grapple Throw	Left/Right (while grappling)	Left/Right (while grappling)	No damage, but the audience loves it! This will increase your style gauge the most!
Grapple Special	A (while grappling)	A (while grappling)	A devastating blow, immediately ending the grapple. High stamina use!
Ring Special	Hold Left/Right near the ropes		Your most damaging attack, needs to be performed in the ring! Extreme stamina use!

HINTS

-Your options/custom keys are saved along with your playthrough! When you load a savefile, all options will be restored to what they were when you saved that file, allowing each specific save to have a different set of options and keys!

-Blue Action Choices don't move time forward. You can freely choose them in addition to any other Orange one... unless you want to avoid what they might entail!

-Coach has a series of increasingly intricate lessons for you, if you decide to spend time training with him!

-Don't attract danger: if you don't need to carry your suit around, find a safe place to stash it!

-Teachers and thieves prowl the street: if you can't afford the suspicion, it's safer to stick to the university campus!

-Honey will not train or study as well in all places. Every place you can go to has specific advantages... and disadvantages! Pay attention to her comments when choosing an option in any menu!

-If you only want to enjoy spending time with the characters, consider playing in Daydreamer mode!

-If you're up for the challenge, Challenger mode will test your planning and reaction skills!

-Every difficulty mode is balanced differently and contains unique content!

-Don't try to play the game trying to "see it all" - it's not possible to see all events in the game in a single playthrough!

-If you aim to see specific character endings, remember that you can only get one at a time!

-Losing or forfeiting a fight or a match doesn't mean the game is over! Sometimes, it's better to retreat and gain more time to train!

-Honey's Reputation and Suspicion will naturally erode over time!

-If you don't train, or study for a while, Honey's prowess will start to lower as well!

-Strolling around town is a good way to clear your head and regain energy... but watch that she doesn't fall ill in the process!

-In Ropewalker and Challenger mode, your health will slowly recover between Beat'em Up fights, based on your Energy level! To fully recover your health, you can spend a whole day Resting from Honey's Room!

-Don't forget to check Red's e-mail often, as it often contains important information!

-Red will mark down everything she hears about on the calendar... but she won't write specifics, to avoid raising her parents' suspicion. It'll be up to you to remember what specific events occur when!

-When you complete the game, don't forget to check the options menu for some additional surprises!

-Each day, Honey will comment on the situation upon waking up! If you're not sure what to do, or simply enjoy the banter, don't forget to listen to her thoughts!

-Keep an eye out for information hidden in the backgrounds, both in visual novel mode, and during fights and matches!

KNOWN ISSUES AND TROUBLESHOOTING

– For Mac and Linux users, there is no dedicated version available, so please use the Browser play option in one of the recommend browsers: Firefox, Chrome, Opera, and Safari if you use an addon to support the .ogg format.

– If you encounter any issue during play, please report it by writing to @lavantdapres or honeyUFE@gmail.com, with a screencap of the issue if at all possible! You can press F2 to access the Debug Information to send along the screenshot!

– The game has known issues with 32-bit windows versions, and machines with low RAM. Make sure you meet the minimum specified requirements!

– The game can be misidentified as a false positive by Avast, Avira and AVG. If they block the game process from starting, make sure to allow an exception for nw.exe (for steam version) or honeyrose.exe (for all other desktop versions), or access to the site if playing through your browser!

– Initial launch on any configuration may require up to several minutes. Please wait to make sure the game starts correctly when first launching it!

– Make sure you have the correct version of Directx installed. By default, the installer should setup it for you, but if you skipped the process, you can access it again via the dxwebsetup.exe file in any of the desktop versions.

– When using the web version, the game's data and your progress will be stored in your local browser cache. Be sure not to clear it unless you want to delete your game progress!

– If fonts are not displayed correctly in the game, make sure you have the following fonts installed on your computer: OpenDyslexic, Blue Highway, Komika Text. They should be installed as part of the installation process of the desktop application, but you will need to install them separately for the browser version! Download a bundle with all the required fonts here

- If you the screen starts flickering black during the beat'em all segment, reloading your savefile should alleviate the issue!

CREDITS

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Ito
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Diablohead
Timetokill
Feep
LilithThePale
Taku
...and all others GAF Indie Dev Thread members and onlookers
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RobJNova
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Nico&Dawn
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All my friends and family...
...and all you other Honey supporters!

Super Special Thanks

Patreon Contributors

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Other Mentions

This game was developed using Construct 2.

Plugins used: Magicam, Steam4C2.

Other resources used and consulted include:
-The Construct 2 Resource and Tutorial Forums
-The NeoGAF Indie Dev Thread
-The TIGsource forums
-Soundrangers & The Sound Bible

All cameo characters are the property of their respective owners. You know who you are!

This project was started on November 24th, 2013. Such a long time ago! But if you're reading this, it means it's finally done, so... thank you so very much for playing it!



SUPPORT THE GAME AND THE DEVELOPERS

The game uses a "pay-what-you-liked" remuneration model.

"Pay-what-you-liked" is a system designed after "pay-what-you-want", except you choose to support the game *after* having played it for yourself, and determined its personal value based on your own experience. It is designed to offer each player the most choice possible in whether to support the game or not.

To support the game and its creators, you have several options available:

– you can use the paypal.me button on the game's site to forward any amount you want. This amount will be split between the two developers of the game: Pehesse and Morusque.

– you can use the itch.io pay-what-you-want system to pay any amount you want, and obtain another copy of the game. The amount will be split between Pehesse, Morusque and Itch.io.

– you can buy DLC for the game on Steam. DLC stands in for suggested pay-what-you-liked tiers, and will not unlock any additional content for the game. Proceeds will be split between Pehesse, Morusque and Steam.

– you can buy the soundtrack here. All proceeds will go to Morusque.

– you can support Pehesse's Patreon here, to support the development of his upcoming work. All proceeds will go to Pehesse.

If you choose to support the game, **thank you very much**! Another way to support the game is to help spread its reach by **telling your friends and family** about it, and giving them any extra copies you might have! Talk about the game on social media, livestream it on Youtube and other streaming services... the possibilities are endless!

If you make any **fanart, or cosplay, or video, or music arrangements**, be sure to notify @lavantdapres, so I can add them to the Honey Media Collection! If you need anything to make any of the previous happen, be sure to contact @lavantdapres, to discuss what is possible!

