Info

This game contains flashing images and may contain material that can be seemed as disturbing.
It is recommended not to play this game if you have any disorders with similar symptoms like epilepsy or heart diseases for that matter.
I aswell as all sources, volunteers etc. Are NOT responsible for any harm that may come from playing this game. Therefore play at own risk.
Any distrubution without consent of developer or claming false ownership is a crime and can be punished as such. Illegal copies of the game can
contain virus or other harmful malware, I nor any sources/volunteers are responsible for what happens if you choose to play with these copies.
If you have any questions please visit (FAQ site) or send a message to "FearOfNightmaresOfficial@gmail.com".
Finally i'd like to thank you for purchasing "Fear Of Nightmares Madness Descent" and i hope you enjoy the experience.

Settings Explanation

Resolution - The screens resolution your using
Graphics - What settings you'd like the graphics to be(lower settings = better performance and lower graphics, higher settings = lower performance and higher graphics)
Brightness - Determines how bright the game is(to get best lightning in game you should change the screens brightness accordingly to instructions as this will affect gameplay and difficulty)
Volume - Determines at which volume you wan't the game to play it's sounds(BEWARE! as jumpscares can be quite loud and to high volume can cause permanent ear damadge)
Difficulty - Determines how hard the game is(This game is ment to be hard and therefore a higher difficulty can give a better gameplay experience(see below for more))
.Easy - The easiest difficulty in game(should be avoided unless you're experiencing extreme struggle to beat the game at its hardest)
.Insane - The hardest difficulty in game and is recommended for players who're seeking a challenge(Note that this is meant to be extremely difficult and even i as a developer have had problems in the past beating this mode)

Bugs/Glitches/Game abuse etc.

Due to lack of knowledge from me as developer this game may contain glitches/bugs aswell as gameplay that can be abused like walljumping etc.
If you truly seek the immersion this game has to offer you should avoid using theese ways in order to progress. Despite this, there are no punishments
that will be applied if the player chooses to use any of theese or similar methods. If you experience any problems playing this game please contact developer(see info).
Below is a list of problems that have happened, most of these have been fixed but instructions are written incase this ain't the case.

Known problems that can happen:
- Wall jumping (as of now i have no way of controlling this behavior, to avoid it simply don't try to climb walls that aren't ment to be climbed.
- Falling out of terrain (will not happen by default but can happen if wall jumping or walks of terrain)
- Rolling, Flying, Stuck or falling enemies(This shoulden't happen by default but can happen due to oddly shaped colliders of enemies)
- Objects that can't be picked up(This is because i've choosen to use where the mouse is pointed rather than sending a ray out from the player to locate wether you press the object or not. Try moving to an other position aswell as unlocking/locking mouse cursor if needed and click)
- Never ending chasing monsters or players never getting killed by monster(While rare this can happen due to oddly shaped colliders of enemies getting stuck or not hitting which causes problems)
- Settings not lasting or changing(This problem should have been solved but if problem arises please contact developer, restarting the game may fix this problem if needed)
- Triggers not getting activated, opening a door etc. (This can be linked to objects not being picked up, It can also be because of requiring certain objects in order to progress(like keys or hidden similar items)).
- Dialogue showing wrong text or none(This problem should have been solved, restarting the game may fix this problem. Please contact developer if problem arises)
- Checkpoints/Saves wrong(this is a rather rare problem but if needed save file can easily be

changed to match the last scene simply enter the "Fon.sav" file and change the number to the scene you'd like to have +1(intro scene and menu scene does not count into this) or contact developer/delete file if you're okay with that)
- overlapping pickup objects(this happens normally when the player fails a scene and has to reload, this will in no way affect gameplay besides being somewhat confusing.)
- Settings changing at the beginning of game(rare problem that might happen at start of game, while this might be confusing simply reselecting the settings in the game menu will fix the problem.)
- Instant deaths from nowhere(most likely not the bug, rather the camera not aligning according to enemy position(which is a bug that can happen at rare occasions. Note that some enemies has this setting turned off in order to give a more fair gameplay.)

Controls

W - Move Forward
A - Strafe Left
D - Strafe Right
S - Move Backwards
Shift - Sprint(while hold)
V - Cycle Dialogue
T - Lock Mouse Cursor(centers it, hides it and locks it)
Y - Unlock Mouse Cursor(unlocks cursor and shows it)
Mouse - Look Around(the eyes of the character follows where the mouse is pointed at(incase you're unfamiliar with the concept of first person controlling don't be afraid to contact me ^^)
Left Click - Act(pick up object, open doors, change settings etc)
Right Click - Switch Lantern(on/off)(Note: some monsters are affected by the state of the lantern and it's near impossible to beat the game without using it correctly)