
Burden of
Proof
Manual

1. Basic Info

Hello, and welcome to this amazing manual.

Here you'll find some details about how to play and set up a controller. You can find a changelog with the most recent details in the README, located in the "local files." To get here, simply go to the properties of the Burden of Proof game in your Steam Client, and click "Browse local files."

2. How to Play

The game features 2 different types of gameplay: Novel Mode, and Investigation Mode.

Novel Mode

Simply press the Spacebar by default or click the arrow at the bottom right to progress. This functions like a traditional VN, and you can experience the story at your own pace. The bottom left icon lets you bring up the Case Files menu.

If you press and hold the Spacebar, you can enter Auto-Mode, and you'll move to the next line automatically.

If you hit L or navigate to the pause menu and click the book icon, you can bring up the Text Log, which lets you see the previous dialogue lines.

Investigation Mode

Use the W, A, S, D keys to move around the scene of the crime. When you're looking at something you can investigate, you'll see an icon pop up at the bottom right. Hit the Spacebar to Interact. You can also use this button to speak to people.

When you've investigated everything, you'll be prompted to continue by interacting with a certain item or person.

Case Files

You can hit Tab at any time to bring up the case files. There are 3 categories: Evidence, Profiles, and Case Info. New evidence will be added to the first category, and can be looked at by clicking on the corresponding icon. As you encounter new characters, their profiles will automatically be added to the Case Files. New Case Info items will be added when a trial begins.

Objecting and Asking for Information

If you're prompted with the "!" icon, you can object to the current statement. You can do this by either pressing Q or clicking on the indicator. If you choose to object, you will be taken down a new dialogue path. You may also choose to not object, in which case your character will remain silent or agree with the statement. Making the wrong choice in later chapters could end up in a penalty, so choose wisely.

Penalties and Presenting

Often times you'll be prompted to select evidence from your Case Files that solves a problem at hand. Once you've selected your evidence, you can present it by hitting the Present button at the bottom right, or by hitting the R key.

Sometimes you'll be penalized for making the wrong choice. Your penalty meter is displayed at the top right. If you receive 10 penalties without a health reset, you die. Sorry. Conrad has a weak ego.

3. Settings

In order for any changes to take effect, you must hit the "Apply" button at the top of the screen.

Display Settings

By default, Burden of Proof will support a bunch of preset resolutions that your monitor allows. The display settings will let you choose between them. You can also toggle Fullscreen display.

More advanced settings can be changed by modifying the prefs.xml file found in the RobProductions/Burden of Proof folder in your Documents. Checking "useCustomResolution" will override the preset enumerator, and will instead use the inputted values in the prefs.xml file. To turn this functionality off, you will need to modify the file again by unchecking "useCustomResolution".

4. Controller Support

As listed on the Steam store page, the game features partial controller support. What this means is that you need a mouse or keyboard to navigate the menus, but the rest of the game can be played with a controller.

Here is a list of the current supported controllers:

- Playstation 4 DualShock4
- XBox One Controller/XBox 360 Controller

Adding support for an additional controller is relatively simple, so if you have a controller that you want implemented, just make a request in the Burden of Proof community discussion.

How to Setup Your Controller (IMPORTANT)

By default the game's input mappings are set to use the DualShock4. You can change the current controller scheme in the Debug menu. If you use an XBox controller, simply navigate to the debug options, and change the "controller" enumerator. Remember to Apply the changes! You can also disable controller input using this setting.

How to Play Without a Mouse

If you're a laptop gamer, I've got you covered. If you enable the Debug Keys setting in the Debug menu, you can use the Z and C keys to turn the camera while controlling your character with the arrow keys. If you enable First Person Mode with R, it will reset the camera to the center position. This allows you to play the investigations without having to look around with the mouse.

Key Mappings

The README file contains the most recent default key mappings for keyboard and controllers.

5. Thanks for Playing!

Burden of Proof was created by one person (yes, it's me), and it's been a passion project that I've been working on for over a year. There are tons of things I would've liked to improve, but at the end of the day, considering how much had to be done, I'm happy with the result. I will make minor improvements and adjustments in the following months in the form of free updates. I've been going through a rough time of my life, and this game has eaten so much time I would've liked to spend doing other things.

Still, the game is complete and I hope you'll enjoy the world that I've created. Keep an eye for my next projects, I have big plans. (And there's a few hints on what I'll be working on scattered throughout the game in the form of easter eggs!)

Once again, thanks for taking the time to read my dumb manual and for purchasing Burden of Proof. It means a lot.

-Matt Enad (RobProductions)