Home

instruction manual

About the Game

Home features no combat, no map and no inventory screen. It's all about the story; the more you explore, the more you potentially discover.

But beware: as you play *Home*, it pays attention. Taking an item isn't always a good thing...

Home is a narrative-based horror adventure for one player

Play Environment

Requirements: IBM or 100% compatible computer (Windows XP, Vista, 7 or 8) with SVGA-capable graphics card, hard disk drive and sound board.

Recommendation: play the game alone, with the lights off, and with a good set of headphones.
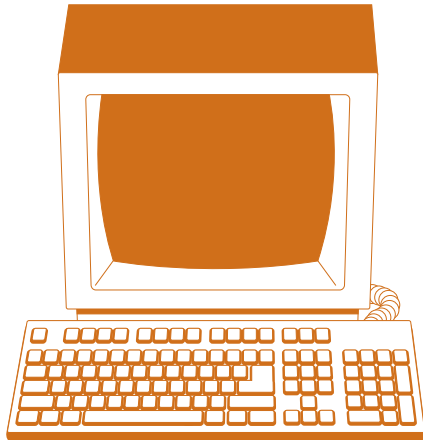
Installing the Game

```
#000000//WATC
{4R}//#F1F1F1
>>GET://. . .
NOT]/*#FFF*/[
~wmp{3U}BREAK
{HE}==turn012
ALIGN:ri//BIT
. . {R3} if Y
ES == N01//>>
NOBODY IS SAF
```

Sup... downloading or retrieving your copy of *Home,* check the email you received, or drop us a line at *support@homehorror.com*

Game Controls

Home is controlled using only your keyboard. With its unique and elegant system, you only need the following keys:

look up

move left .... *move right*

interact .... **space**

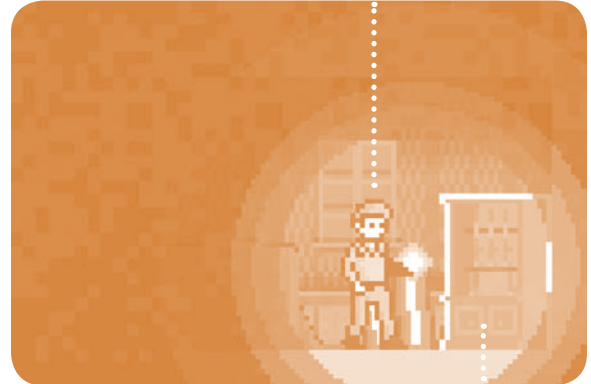*answer* .... **y**
"yes"

answer ...... **n**
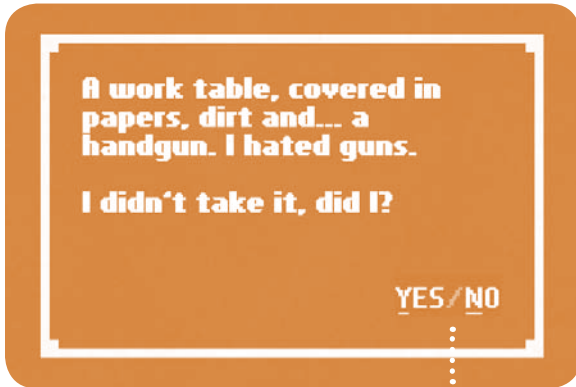"no"

The Game Screen

Your character

Item you can investigate ....

Note: If an item highlights white, you haven't looked at it yet. If it highlights grey, you've already seen it once.

Everything that highlights in *Home* can be looked at more than once – explore to uncover more!

The Game Screen
(continued)

> A work table, covered in papers, dirt and.... a handgun. I hated guns.
>
> I didn't take it, did I?
>
> YES/NO

Making a choice ·····················

Much of *Home* is presented as a series of title cards. Throughout the game you'll be asked to make certain choices.

When presented with a choice, you'll need to answer "yes" or "no."

The Making of Home

Home started as an experiment in telling a story – one, in fact, that I partially wrote years ago as a random exercise. After finding it in an archive, I thought it would make a good beginning for a game.

My wife encouraged me to make a murder mystery or something scary, and I wanted to see if I could tell an interactive tale using only a limited set of tools: some simple visuals, a whole lot of text and the player's imagination.

Originally conceived as an iPad game, *Home* became a PC release for the sake of accessibility, and because of my particular skillset (or lack thereof). Its initial design doc (written in October, 2010) stated the game's essentials: it would be a lo-fi horror game, you only get a flashlight, and it should encourage player-driven storytelling. Everything else just kind of exploded from there.

The Making of Home
(continued)

In fact, the game's original resolution was going to be 43x32, until my wife wisely convinced me to beef up the presentation to what you see now – a hearty 480x320, with quadruple-scaled pixels – making it actually 120x80, or running at a lower resolution than a Game Boy!

Though I wanted to make it simple and modern, it's truly an homage to computer games of the eighties and nineties – the ones that made you think about them more when you *weren't* playing them than when you were.

If anything, I hope you enjoy *Home* because it asks you to meet it halfway in order to get the most out of it. I think all games are so much better when you are truly invested in them.

Thanks for playing,
B.