

S E C R E T S O F RÆTIKON

ALPHA



BROKENRULES



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WELCOME TO SECRETS OF RÆTIKON BETA

Thank you for joining our Open Beta. We're happy to have you around. This game is still in active development, so here are some words of warning.

This is an beta version of Secrets of Rætikon. Be warned that crashes and all other kinds of nasty bugs (stuck A.I., disappearing items, exploding tress and necrophilic rabbits) will happen. We're working on it. Please have patience with us.

Broken Rules has started working on this game three years ago. We've developed the engine and the first game in the Rætikon universe (Chasing Aurora) first. Now we're ready to approach the game we initially set out to make: a vast open single-player experience!

We hope you enjoy watching us develop this game. Be sure to [follow us on Twitter](#), [like us on Facebook](#) and [check out our Tumblr](#).

Or you might just visit our website at <http://brokenrul.es> and venture on from there.

Yours,



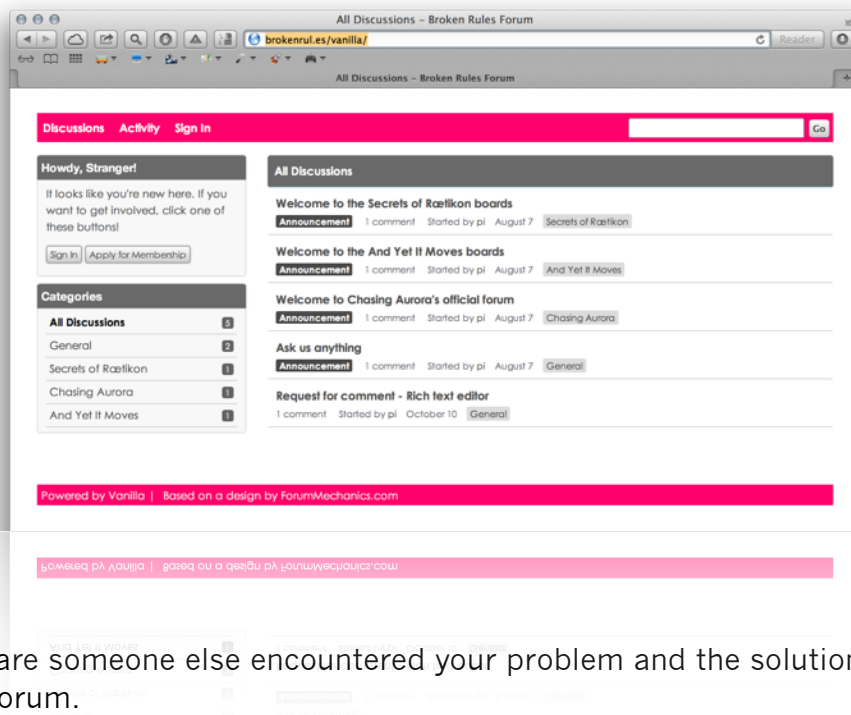
The Broken Rules Team

(Christof, Clemens, Felix, Husky, Jan, Martin, Peter)

PS: During the production of this game and the engine, six babies were born. True story.

I'M STUCK/THE GAME CRASHES! WHERE CAN I GET HELP?

Please sign up to our forum at <http://brokenrul.es/vanilla/> and join the discussion. Use this forum to give us feedback, report bugs, ask questions or tell us anything we need to know.



Also, chances are someone else encountered your problem and the solution was already posted in the forum.

HINTS

You spawn in the tutorial. It will teach you everything you need to know.

If you're stuck you can always check out the forum (above).

Still, here are some hints:

- You don't have to attack foes
- Flee if you feel threatened
- 100 blue orbs give you an extra life
- There is no map. You have to find your way on your own
- Don't flap too fast - find the right timing
- Often, there are multiple solutions to a problem

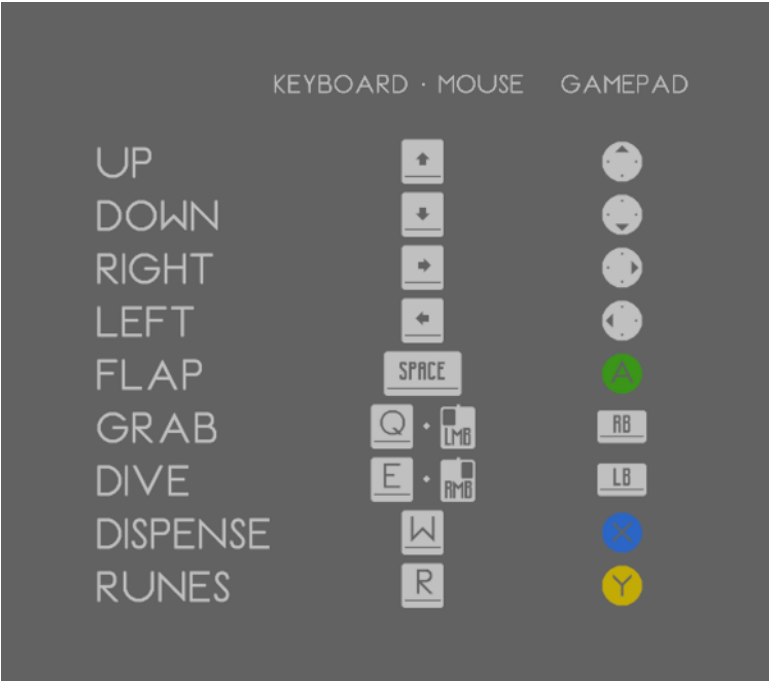
Go and explore!



CONTROLS

Double click the executable to start the game. It plays best with a PS3 or Xbox 360 controller, but you can also use your keyboard and a mouse.

You can always look up the controls in the menu. Just hit ESCAPE (or START on any controller) and select “Controls”. You’ll see a graphics like the right that lists your current button configuration.



	SIXAXIS (PS3)	Xbox 360	Keyboard	Keyboard/Mouse
Navigate	LEFT STICK	LEFT STICK	ARROW KEYS	POINT
Flap wings	X	A	SPACE	SPACE
Grab	R1	RB	Q	RIGHT CLICK
Dive	L1	LB	E	LEFT CLICK
Dispense sliver	SQUARE	X	W	MIDDLE CLICK
Show rune table	TRIANGLE	Y	R	R
Scream	CIRCLE	B	A	A
Menu	START	START	TAB	TAB

CREATING YOUR OWN KEYBOARD/MOUSE/JOYSTICK MAPPING

Find your Options.xml file (see above for savegame and options file locations). The following example maps the player movement to WASD and the actions to the cursor keys:

```
<keyconfig>
  <left value="A"/>
  <right value="D"/>
  <up value="W"/>
  <down value="S"/>
  <flap value="UP"/>
  <grab value="RIGHT"/>
  <fold value="DOWN"/>
  <dispense value="LEFT"/>
</keyconfig>
```

Here are names of all keys:

BACKSPACE, TAB, RETURN, ESCAPE, SPACE, PLUS, COMMA, MINUS, DOT, HASH, NUM0, NUM1, NUM2, NUM3, NUM4, NUM5, NUM6, NUM7, NUM8, NUM9, A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z, DEL, UP, DOWN, RIGHT, LEFT, INSERT, HOME, END, PAGE_UP, PAGE_DOWN, F1, F2, F3, F4, F5, F6, F7, F8, F9, F10, F11, F12, F13, F14, F15, LALT, LCTRL, LSHIFT, RALT, RCTRL, RSHIFT, LBRACKET, RBRACKET

Here are the names of all gamepad buttons. We use the PS3 pad as a reference. You need to add a <joyconfig> entry to map joystick buttons:

Circle, Select, L3, R3, Start, DpadUp, DpadRight, DpadDown, DpadLeft, L2, R2, L1, R1, Triangle, Circle, Cross, Square, PS

The gamepad axis have their own names. Your gamepad might support analogue axis for some values and digital buttons for others. All depends on your hardware. Add a <joyaxisconfig> entry to set axis mappings with the following values:

Lx, Ly, Rx, Ry, Unknown4, Unknown5, Unknown6, Unknown7, Unknown8, Unknown9, DpadUp, DpadRight, DpadDown, DpadLeft, L2, R2, L1, R1, Triangle, Circle, Cross, Square, AccX, AccY, AccXZ

The mouse buttons can be mapped via <mouseconfig>:

Left, Right, Middle, XButton1, XButton2

WHERE ARE MY INDIEGOGO REWARDS?

So you've bought this game via Indiegogo and want your rewards? Please have some patience, for we're not finished with this game and neither with the rewards. The story is still unfolding, new music is coming in and the graphics is far from polished. We can't create a soundtrack, the Book of Rætikon or any other of the rewards just yet. Our current target date for all rewards – from the boxed edition to the additional characters – is April/May 2014.



All rewards except the game itself will be delivered after the game is finished!

THANK YOU

This game would not have been possible without the support of the following outstanding individuals. We thank you all and please forgive us if we've forgotten to add your name.¹

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