



TALLOWMERE – GAME MANUAL

Last updated 28 January 2015 for Version 250

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Controls

Default keyboard (and optionally mouse) controls

Move:	A and D
Jump:	Spacebar
Interact:	E
Attack:	Left Arrow, or Left-click
Block:	Right Arrow, or Right-click
Change weapon:	Up Arrow and Down Arrow, or mousewheel scroll
View inventory:	I (the letter "i")
Combat/Event Log:	Tab
Dev Console:	~

NOTE: You will most likely need to map your controller buttons before your controller will work. See the [Gamepad Support](#) section for details.

Default controls for an Xbox-like controller



Default controls for a PlayStation-like controller



Game Guide

Tip: Dungeon General

Every time you play, every room is randomly generated.

Room 1 contains 1 main enemy (excluding zaeries), Room 2 contains 2 main enemies, etc. There are exceptions to this rule with special unique rooms at times however, so be on your guard.

At least one enemy in each room contains a key that will help you unlock a door to proceed to the next room.



Tip: Waypoints

To return to town, activate a blue-flamed waypoint. Note that while transitioning, all incoming damage and stuns will be nulled.

Common uses for returning to town involve getting a heal from Lady Tallowmere, or buying Anti-stun Potions and Health Potions from the home vendor.

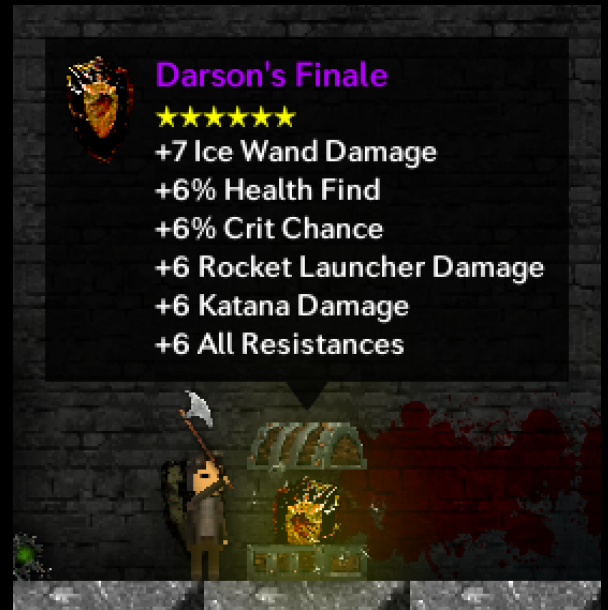


Tip: Item Rarities

Found on every equippable item apart from potions, item rarities range from 1 star to 7 stars:

- ★ Basic
- ★★ Uncommon
- ★★★ Rare
- ★★★★ Fabled
- ★★★★★ Legendary
- ★★★★★★ Mythical
- ★★★★★★★ Otherworldly

Big bosses award at least a Fabled item or higher. Elite enemies award a minimum rarity based on how deep into the dungeon you are. Other random chests contain random items.



Weapon: Axe

A sharpened blade. A wooden stick.

Better than being empty-handed, the Axe lets you swing and hit stuff.



Weapon: Emerald Dagger

Crafted from shadows unknown, the Emerald Dagger allows its bearer to slip into the darkness.

While stealthed, there is only a small chance that taking damage will reveal your presence.

Bumping into a foe will always give yourself away, however.

But if you manage to sneak up behind your target, a swift shank to their back will make quick work of their being.



Weapon: Flamethrower

Feel like heating things up?

Set your foes alight with a trusty Flamethrower.



Weapon: Grenades

Although somewhat situational, lobbing a handful of grenades can pack quite a punch.

Make sure to shield yourself from any 'nades in front of you, and run away from any that have bounced behind!



Weapon: Ice Wand

Grasp the dungeon's unnatural chill with a delicate Ice Wand and slow your enemies down.

Wielding an Ice Wand will auto-aim at a nearby enemy within a short range.

As Ice Wands are fragile in nature, you must be standing still for the wand to work.



Weapon: Katana

Dubbed the "suicide blade", the Katana teleports you to a random nearby enemy and slices through them.

Katanas are good for two things:

1. Confusing yourself, and
2. Ensuring someone is going to die.



Weapon: Rocket Launcher

Time to blow stuff up! Hopefully not yourself, however.

Rocket Launchers auto-aim at the nearest enemy in your line of sight and kick you back a little with the force of each launch.



Enemy: Archer

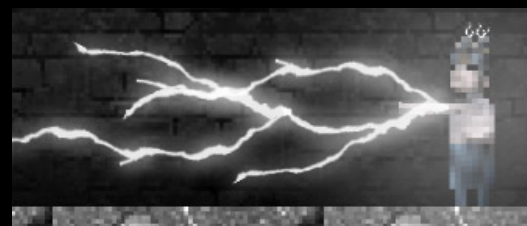
Dressed in green and armed with a bow, Archers will launch arrows at you if you're in their line of sight.

If you get too close to them, they will knock you back.



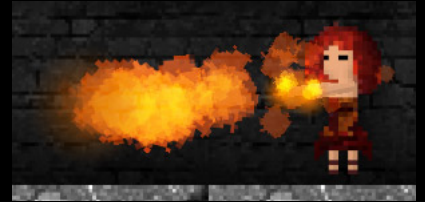
Enemy: Conductor

Despite having trained for years learning the ways of harnessing lightning, Conductors aren't very bright when it comes to the ways of self-inflicted area damage.



Enemy: Fire Mage

Don't let their looks deceive you; Fire Mages are too hot to handle. Watch out for their fire balls, especially when they traverse through walls.



Enemy: Flail Knight

Decked with armour, Flail Knights wield a mighty ball 'n chain.

If they spot you they might just start swinging.



Enemy: Leaper

Leapers are short-sighted and usually peaceful creatures.

If they become disturbed, however, they will pounce at you relentlessly.

If you manage to run far away enough though, they might forgive your wrong-doings.



Enemy: Ogre

Ogres have one purpose in life: to make your world a miserable place.

With a seemingly unlimited amount of purple stun bombs, it is imperative to learn how to use your shield and position yourself correctly to stop their attacks from stunning you.



A little-known fact: Anti-stun Potions make ogres cry.

Enemy: Zaerie

Zaeries are small flying buzzfiends, or "buzzfriends" as Lady Tallowmere would have it.

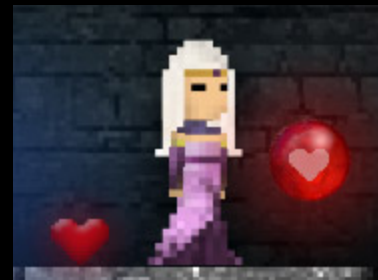
What they lack in strength they make up for in annoyance.



Tip: Healing

If your health is low, you can regain health by:

- Picking up a red heart from a slain enemy,
- Picking up a red health globe from a slain enemy,
- Consuming a Health Potion (found in chests or purchased from merchants),
- Equipping gear with +Health Regen stats, and/or
- Talking to Lady Tallowmere in the home town.



Tip: Souls

Slaying an enemy gives you at least 1 blue soul.

When you max out your souls:

- Your soul count resets to 0.
- Your max soul limit increases by 15.
- A blue Soul Group spawns and follows you around.
- Your health is restored to full.
- Nearby enemies will suffer massive damage.



Upon maxing out your souls, enemies will grow stronger after you advance past the next room.

Soul Groups also let you activate Demon Statues, which give you extra stats to "level up".

Tip: Shield Blocking

Your shield helps keep you alive.

You can fully block and negate enemy and boss attacks that would otherwise damage you.

Blocking a Pinwheel or Acid Cloud Trap will reduce damage received by 50%.

While your shield is raised, your movement is slowed by 50%.

You can block while jumping.

Keep in mind that your back will always be exposed.



Tip: Ogre Stuns

Ogres throw purple stun bombs.

It is imperative to block these with your shield.

Be aware of how the bombs arc through the air.

Alternatively, Anti-stun Potions can ease your pain:

- Purchasable from any merchant.
- Sometimes found in random treasure chests.



Tip: Elite Enemies

Not only do Elites think they're all that with their big heads and giant health bars, they also deal 2x normal damage and sport 10x more health.

On the positive side, they usually guard a treasure chest for your convenience.



Tip: Sacrificial Kittens

If the dungeon is proving to be too tough, you can sacrifice a kitten (or nine) at the top of town for some extra Max Health. Think of it as enabling a scalable easy/casual/handicap mode.

Although your Max Health goes up, sacrificing a kitten will also:

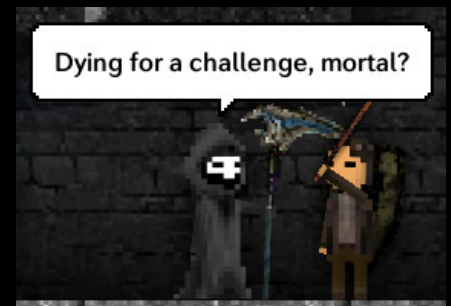
- Damn you to a different local scoreboard for the current run
- Prevent you from participating in any Steam leaderboards for the current run
- Prevent most achievements from being achievable for the current run



Tip: Punishments

If the dungeon is proving to be too easy (or you just want a challenge), talk to the Punisher in town to up the difficulty.

Please note that Punishments persist through each run, so make sure you turn them off once you've had enough.



Event Room: Capture the Flag

In the Capture the Flag room, if you need a key and/or want some extra souls, find the green flag and return it to Lady Tallowmere.

Be careful when picking up the flag, however!

Event Room: Time Flux

In the Time Flux room, time goes fast and time goes slow.

Watch out for how this affects your reaction times.

Event Room: Double Trouble

Double the enemies, double the fun!*

**Note: May contain more than double the enemies.*

Event Room: Jazza's Hideout

Jazza is a giant flying mechanical nightmare.

Mind the bouncing chaotic orbs, and be ready to have your weapon be switched against your will.

Event Room: Hydra Lair

Three heads and an acid pit. What could possibly go wrong?

Event Room: Attack of the Zaeries

Zaeries, zaeries, and more zaeries.

Oh, and spikes. Get ready to jump!

Gamepad Support

I've tested Tallowmere with the following operating systems and gamepads/controllers:

- Windows 7 with Xbox 360 controller
- Windows 7 with PlayStation 3 controller
- Mac OS X with Xbox 360 controller
- Mac OS X with PlayStation 3 controller
- Linux with Xbox 360 controller

If you're using Windows with Xbox 360 controllers, the controllers should work without any setup requirements. For other configurations however, you'll need to bind each button on each controller using the pre-game launcher's Input tab.

For setup instructions, please find your desired operating system and gamepad type on the next few pages.

I've tried to allow for controller support as best I can with the tools I have. I can't guarantee these will work for everyone, as different controllers and drivers for different operating systems is a complex beast.

Windows 7 with Xbox 360 controller

Requirements:

- Windows 7 (I haven't tested other versions)
- Tallowmere version 210 or higher
- Xbox 360 wireless controller and receiver (or just a wired controller, but I haven't tested this)

Required steps:

Turn your controller(s) on first, then open the Tallowmere launcher, and then click the Play button! Simple as that.

Optional steps:

If, however, your controller doesn't seem to work, follow the steps below. (I've also created a [walkthrough video](#) if you need it)

1. Turn on your Xbox 360 receiver and controller.
2. Open Tallowmere.exe. (you MUST turn your controller(s) on first before opening Tallowmere; this is a bug with Unity)
3. Click the Input tab.
4. For the following entries, double-click the field under the Primary column, then press the corresponding control on your controller:
 - **P1 Left Stick X Axis:** move the Left Thumbstick left or right. The field should then say **Joystick 1 axis 0**.
 - **P1 Left Stick Y Axis:** move the Left Thumbstick up or down. The field should then say **Joystick 1 axis 1**.
 - **P1 D-Pad X Axis:** move the D-Pad left or right. The field should then say **Joystick 1 axis 5**.
 - **P1 D-Pad Y Axis:** move the D-Pad up or down. The field should then say **Joystick 1 axis 6**.
 - **P1 Left Trigger Axis:** press Left Trigger. The field should then say **Joystick 1 axis 2**.
 - **P1 Right Trigger Axis:** press Right Trigger. The field should then say **Joystick 1 axis 2**.
 - **P1 Back / Select:** press the Back button. The field should then say **joystick 1 button 6**.
 - **P1 Start:** press the Start button. The field should then say **joystick 1 button 7**.
 - **P1 A / Cross:** press the A button. The field should then say **joystick 1 button 0**.
 - **P1 B / Circle:** press the B button. The field should then say **joystick 1 button 1**.
 - **P1 X / Square:** press the X button. The field should then say **joystick 1 button 2**.
 - **P1 Y / Triangle:** press the Y button. The field should then say **joystick 1 button 3**.
 - **P1 Left Bumper / L1:** press the Left Bumper. The field should then say **joystick 1 button 4**.
 - **P1 Right Bumper / R1:** press the Right Bumper. The field should then say **joystick 1 button 5**.
 - **P1 Left Trigger / L2:** not needed. If you double-click this, just press the Period key as a dummy entry.
 - **P1 Right Trigger / R2:** not needed. If you double-click this, just press the Period key as a dummy entry.
 - **P1 D-Pad Up:** not needed. If you double-click this, just press the Period key as a dummy entry.
 - **P1 D-Pad Down:** not needed. If you double-click this, just press the Period key as a dummy entry.

- **P1 D-Pad Left:** not needed. If you double-click this, just press the Period key as a dummy entry.
 - **P1 D-Pad Right:** not needed. If you double-click this, just press the Period key as a dummy entry.
5. If you need to setup more than one controller, repeat the above steps for all P2, P3, and P4 entries as required. Entries should read "joystick 2", "joystick 3", etc.
 6. Once your required Input tab entries look like the above, click the Play! button.
 7. In-game, your controller should be enabled automatically. However, if you're unable to move around with the controller, try pressing Escape to open the main menu, then go Game Options > Change Input Type > Xbox Gamepad.
 8. To review and/or edit the default controls, press Start, then go Game Options > Edit Controls.



9.

Windows 7 with PlayStation 3 controller

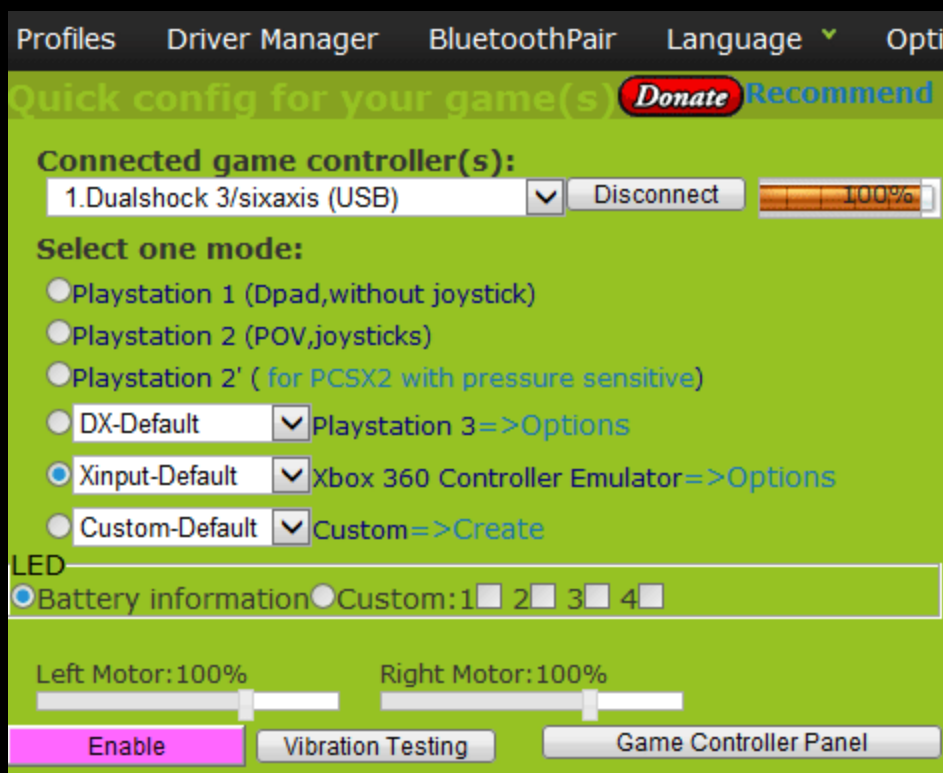
Requirements:

- Windows 7 (I haven't tested other versions)
- Tallowmere version 210 or higher
- PlayStation 3 controller with USB cable or Bluetooth

Required steps:

Follow these steps to get your PlayStation controller(s) working with Tallowmere for Windows:

1. Download and install the [MotioninJoy PlayStation 3 controller driver for Windows](#).
2. Once installed, run DS3 Tool to open MotioninJoy (search your Windows Start menu for DS3 Tool).
3. If you're using a USB cable, connect your PS3 controller now.
4. Within MotioninJoy, install the driver under the Driver Manager tab, or pair via Bluetooth under BluetoothPair.
5. On the Profiles tab, select your PS3 controller at the top, then select the Xinput-Default option for Xbox 360 Controller Emulator.



6. Click the Enable button. You can then click the Vibration Testing button to ensure the controller is working.
7. Once the controller is working, open Tallowmere.exe. (you MUST turn your controller(s) on first before opening Tallowmere; this is a bug with Unity)
8. Click the Input tab.
9. For the following entries, double-click the field under the Primary column, then press the corresponding control on your controller:
 - **P1 Left Stick X Axis**: move the Left Thumbstick left or right. The field should then say **Joystick 1 axis 0**.

- **P1 Left Stick Y Axis:** move the Left Thumbstick up or down. The field should then say **Joystick 1 axis 1**.
 - **P1 D-Pad X Axis:** move the D-Pad left or right. The field should then say **Joystick 1 axis 5**.
 - **P1 D-Pad Y Axis:** move the D-Pad up or down. The field should then say **Joystick 1 axis 6**.
 - **P1 Left Trigger Axis:** press L2. The field should then say **Joystick 1 axis 8**.
 - **P1 Right Trigger Axis:** press R2. The field should then say **Joystick 1 axis 9**.
 - **P1 Back / Select:** press the Select button. The field should then say **joystick 1 button 6**.
 - **P1 Start:** press the Start button. The field should then say **joystick 1 button 7**.
 - **P1 A / Cross:** press the Cross button. The field should then say **joystick 1 button 0**.
 - **P1 B / Circle:** press the Circle button. The field should then say **joystick 1 button 1**.
 - **P1 X / Square:** press the Square button. The field should then say **joystick 1 button 2**.
 - **P1 Y / Triangle:** press the Triangle button. The field should then say **joystick 1 button 3**.
 - **P1 Left Bumper / L1:** press L1. The field should then say **joystick 1 button 4**.
 - **P1 Right Bumper / R1:** press R1. The field should then say **joystick 1 button 5**.
 - **P1 Left Trigger / L2:** not needed. If you double-click this, just press the Period key as a dummy entry.
 - **P1 Right Trigger / R2:** not needed. If you double-click this, just press the Period key as a dummy entry.
 - **P1 D-Pad Up:** not needed. If you double-click this, just press the Period key as a dummy entry.
 - **P1 D-Pad Down:** not needed. If you double-click this, just press the Period key as a dummy entry.
 - **P1 D-Pad Left:** not needed. If you double-click this, just press the Period key as a dummy entry.
 - **P1 D-Pad Right:** not needed. If you double-click this, just press the Period key as a dummy entry.
11. If you need to setup more than one controller, repeat the above steps for all P2, P3, and P4 entries as required. Entries should read "joystick 2", "joystick 3", etc.
 12. Once your required Input tab entries look like the above, click the Play! button.
 13. In-game, press Escape or Start to open the main menu, then go Game Options > Change Input Type > PlayStation Gamepad.
 14. To review and/or edit the default controls, press Start, then go Game Options > Edit Controls.



Mac OS X with Xbox 360 controller

Requirements:

- Mac OS X Mavericks 10.9 or higher
- Tallowmere version 210 or higher
- Xbox 360 wireless controller and receiver

Required steps:

Follow these steps to get your Xbox controller(s) working with Tallowmere for Mac OS X:

1. Connect your Xbox 360 wireless receiver to your Mac.
2. Download the [TattieBogle Xbox 360 Mac OS X driver disk image](#) and install it; you may be prompted to restart your Mac afterwards. I've only tested driver version 0.12.
3. After your Mac restarts, turn your Xbox 360 Wireless Controller on by pressing the home/Xbox/guide button on the controller. You may also need to press the little wave button next to the battery pack, and/or the button on the receiver.
4. Once your Xbox 360 controller has 1 green light, you can double-check the controller is working under System Preferences > Xbox 360 Controllers.
5. When you've verified your controller works, open Tallowmere.app.
6. Click the Input tab.
7. For the following entries, double-click the field under the Primary column, then press the corresponding control on your controller:
 - **P1 Left Stick X Axis:** move the Left Thumbstick left or right.
The field should then say **Wireless 360 Controller**.
 - **P1 Left Stick Y Axis:** move the Left Thumbstick up or down.
The field should then say **Wireless 360 Controller**.
 - **P1 D-Pad X Axis:** this is unused but needs to be nulled; move the Right Thumbstick up or down.
The field should then say **Wireless 360 Controller**.
 - **P1 D-Pad Y Axis:** this is unused but needs to be nulled; move the Right Thumbstick up or down.
The field should then say **Wireless 360 Controller**.
 - **P1 Left Trigger Axis:** press Left Trigger.
The field should then say **Wireless 360 Controller**.
 - **P1 Right Trigger Axis:** press Right Trigger.
The field should then say **Wireless 360 Controller**.
 - **P1 Back / Select:** press the Back button.
The field should then say **Wireless 360 Controller**.
 - **P1 Start:** press the Start button.
The field should then say **Wireless 360 Controller**.
 - **P1 A / Cross:** press the A button.
The field should then say **Wireless 360 Controller**.
 - **P1 B / Circle:** press the B button.
The field should then say **Wireless 360 Controller**.
 - **P1 X / Square:** press the X button.
The field should then say **Wireless 360 Controller**.

- P1 Y / Triangle: press the Y button.
 - The field should then say **Wireless 360 Controller**.
 - P1 Left Bumper / L1: press the Left Bumper.
 - The field should then say **Wireless 360 Controller**.
 - P1 Right Bumper / R1: press the Right Bumper.
 - The field should then say **Wireless 360 Controller**.
 - P1 Left Trigger / L2: not needed. If you double-click this, just press the Period key as a dummy entry.
 - P1 Right Trigger / R2: not needed. If you double-click this, just press the Period key as a dummy entry.
 - P1 D-Pad Up: press D-Pad Up.
 - The field should then say **Wireless 360 Controller**.
 - P1 D-Pad Down: press D-Pad Down.
 - The field should then say **Wireless 360 Controller**.
 - P1 D-Pad Left: press D-Pad Left.
 - The field should then say **Wireless 360 Controller**.
 - P1 D-Pad Right: press D-Pad Right.
 - The field should then say **Wireless 360 Controller**.
8. If you need to setup more than one controller, repeat the above steps for all P2, P3, and P4 entries as required.
 9. Once your required Input tab entries look like the above, click the Play! button.
 10. In-game, your controller should be enabled automatically. However, if you're unable to move around with the controller, try pressing Escape to open the main menu, then go Game Options > Change Input Type > Xbox Gamepad.
 11. To review and/or edit the default controls, press Start, then go Game Options > Edit Controls.



12.

I've also created a [walkthrough video](#) if you need it.

Mac OS X with PlayStation 3 controller

Requirements:

- Mac OS X Mavericks 10.9 or higher
- Tallowmere version 210 or higher
- PlayStation 3 DualShock 3 controller (USB cable optional)

Required steps:

Follow these steps to get your PlayStation controller(s) working with Tallowmere for Mac OS X:

1. Connect your PS3 controller to your Mac via USB cable or Bluetooth.
2. Open Tallowmere.app.
3. Click the Input tab.
4. For the following entries, double-click the field under the Primary column, then press the corresponding control on your controller:
 - **P1 Left Stick X Axis:** move the Left Thumbstick left or right. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 Left Stick Y Axis:** move the Left Thumbstick up or down. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 D-Pad X Axis:** this is unused but needs to be nulled; move the Right Thumbstick up or down. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 D-Pad Y Axis:** this is unused but needs to be nulled; move the Right Thumbstick up or down. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 Left Trigger Axis:** this is unused but needs to be nulled; move the Right Thumbstick up or down. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 Right Trigger Axis:** this is unused but needs to be nulled; move the Right Thumbstick up or down. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 Back / Select:** press the Select button. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 Start:** press the Start button. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 A / Cross:** press the Cross button. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 B / Circle:** press the Circle button. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 X / Square:** press the Square button. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 Y / Triangle:** press the Triangle button. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 Left Bumper / L1:** press L1. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 Right Bumper / R1:** press R1. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 Left Trigger / L2:** press L2. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 Right Trigger / R2:** press R2. The field should then say **PLAYSTATION(R)3 CONTROLLER.**

- **P1 D-Pad Up:** press D-Pad Up. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 D-Pad Down:** press D-Pad Down. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 D-Pad Left:** press D-Pad Left. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
 - **P1 D-Pad Right:** press D-Pad Right. The field should then say **PLAYSTATION(R)3 CONTROLLER.**
5. If you need to setup more than one controller, repeat the above steps for all P2, P3, and P4 entries as required.
 6. Once your required Input tab entries look like the above, click the Play! button.
 7. In-game, your controller should be enabled automatically. However, if you're unable to move around with the controller, try pressing Escape to open the main menu, then go Game Options > Change Input Type > PlayStation Gamepad.
 8. To review and/or edit the default controls, press Start, then go Game Options > Edit Controls.



9.

I've also created a [walkthrough video](#) if you need it.

Linux with Xbox 360 controller

Requirements:

- Ubuntu 13.10 or similar (tested on Xubuntu)
- Tallowmere version 210 or higher
- Xbox 360 wireless controller and receiver (wired controller might work too but I haven't tested this)

Required steps:

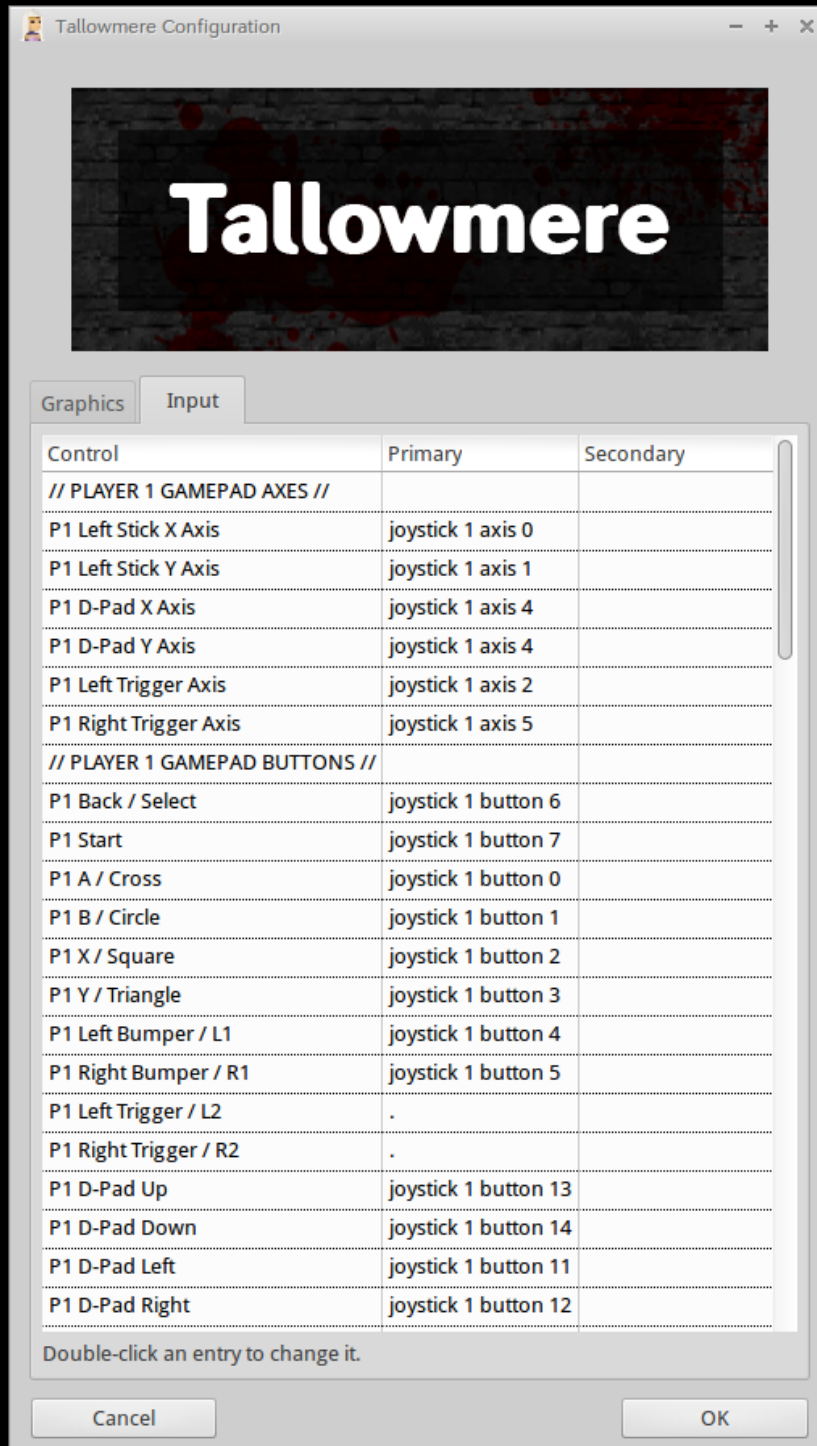
Follow these steps to get your Xbox controller(s) working with Tallowmere for Linux:

1. Connect your Xbox 360 wireless receiver to your computer.
2. Open a Terminal window.
3. In the Terminal, enter:


```
sudo apt-get update
sudo apt-get install xboxdrv
```

[\(source: Ask Ubuntu\)](#)
4. Once xboxdrv has installed, turn your Xbox 360 wireless controller on by pressing the home/Xbox/guide button on the controller. You may also need to press the little wave button next to the battery pack, and/or the button on the receiver. In my testing, the controller constantly flashed 4 green lights but still worked.
5. Open your Tallowmere executable.
6. Click the Input tab.
7. For the following entries, double-click the field under the Primary column, then press the corresponding control on your controller:
 - **P1 Left Stick X Axis:** move the Left Thumbstick left or right. The field should then say **joystick 1 axis 0**.
 - **P1 Left Stick Y Axis:** move the Left Thumbstick up or down. The field should then say **joystick 1 axis 1**.
 - **P1 D-Pad X Axis:** this is unused but needs to be nulled; move the Right Thumbstick up or down. The field should then say **joystick 1 axis 4**.
 - **P1 D-Pad Y Axis:** this is unused but needs to be nulled; move the Right Thumbstick up or down. The field should then say **joystick 1 axis 4**.
 - **P1 Left Trigger Axis:** press Left Trigger. The field should then say **joystick 1 axis 2**.
 - **P1 Right Trigger Axis:** press Right Trigger. The field should then say **joystick 1 axis 5**.
 - **P1 Back / Select:** press the Back button. The field should then say **joystick 1 button 6**.
 - **P1 Start:** press the Start button. The field should then say **joystick 1 button 7**.
 - **P1 A / Cross:** press the A button. The field should then say **joystick 1 button 0**.
 - **P1 B / Circle:** press the B button. The field should then say **joystick 1 button 1**.
 - **P1 X / Square:** press the X button. The field should then say **joystick 1 button 2**.
 - **P1 Y / Triangle:** press the Y button. The field should then say **joystick 1 button 3**.
 - **P1 Left Bumper / L1:** press the Left Bumper. The field should then say **joystick 1 button 4**.
 - **P1 Right Bumper / R1:** press the Right Bumper. The field should then say **joystick 1 button 5**.
 - **P1 Left Trigger / L2:** not needed. If you double-click this, just press the Period key as a dummy entry.

- **P1 Right Trigger / R2:** not needed. If you double-click this, just press the Period key as a dummy entry.
- **P1 D-Pad Up:** press D-Pad Up. The field should then say **joystick 1 button 13**.
- **P1 D-Pad Down:** press D-Pad Down. The field should then say **joystick 1 button 14**.
- **P1 D-Pad Left:** press D-Pad Left. The field should then say **joystick 1 button 11**.
- **P1 D-Pad Right:** press D-Pad Right. The field should then say **joystick 1 button 12**.



- 8.
9. If you need to setup more than one controller, repeat the above steps for all P2, P3, and P4 entries as required. Entries should read "joystick 2", "joystick 3", etc.
10. Once your required Input tab entries look like the above, click the Play! button.

11. In-game, your controller should be enabled automatically. However, if you're unable to move around with the controller, try pressing Escape to open the main menu, then go Game Options > Change Input Type > Xbox Gamepad.
12. To review and/or edit the default controls, press Start, then go Game Options > Edit Controls.



13.

I've also created a [walkthrough video](#) if you need it.

Known issues

- You must turn on your controller before opening Tallowmere's launcher, otherwise the controller's input will not be received. This is a bug with Unity, [issue #434715](#).
- Unity's pre-game launcher Input tab doesn't let you reset or delete entries. As a workaround, if you need to "delete" or nullify an axis, use your controller's right-stick axis as a nulled dummy. Or if moving the right-stick axis doesn't work, try pressing the Period key as a dummy entry.
- On Windows, if your gamepad is disconnected mid-game (e.g. if it runs out of battery), the gamepad will not work again until you restart the game. This is a bug with Unity ([issue #434715 again](#)) and is out of my control. Please make sure your gamepad's battery is charged before playing! As a side note, I am contemplating adding a soft checkpoint system to counter this bug (so you can exit the game and resume to where you were), but it's just a thought at this point.

Local Co-op



- Play Tallowmere with 2, 3, or 4 people using the same screen!
- Controllers/gamepads are needed, though one person can use the keyboard if desired.
- For instructions on how to setup your controller(s) before playing, please view the Gamepad Support section, or visit tallowmere.com/gamepad

Local co-op differences (compared to singleplayer)

- To start local co-op, go Main Menu > New Game > New Local Co-op Game.
- You'll be able to type in your names and choose your input types, then the game will start.
- If one player loses all their health and falls, another player can revive them by standing by them and holding the Interact button for ~3 seconds.
- Game Over occurs when no players are left standing.
- To advance to the next room, all players must be standing in the doorway/corridor.
- To use a waypoint, all players must be standing on the waypoint.
- Coins, hearts, and health globes are given to all players when one player picks them up.
- Boss rooms contain a chest for each player.
- Enemy base health is multiplied by the total number of players.
- Selling an item divvies up the coins amongst all players.
- Dead players will not receive souls or coins until they are revived.
- Sacrificing a kitten increases every player's max health.

Operating system compatibility

Windows: good!

- Tallowmere works great with multiple Xbox 360 controllers. Hardly any effort required to get controllers going with Tallowmere in most cases; just turn the controllers on, start Tallowmere, then create a new local co-op game.
- If user needs to bind buttons in the pre-game launcher's Input tab, corresponding Joystick/Controller numbers are displayed nicely.
- On a side note though, the green light indicators on the controllers seem to be backwards -- controller #1 is lit up like it's #2, and controller #2 is lit up like it's controller #1.
- If using a PlayStation 3 controller, the MotioninJoy driver seems to work okay, though mapping the buttons in the Input tab seems to be required/recommended, especially for the Trigger axes.

Linux: good!

- xboxdrv seems to offer great support for multiple Xbox 360 controllers, and Tallowmere's pre-game launcher's Input tab lets you see which joystick number (aka controller number) you're using when entering button input.
- Still required/recommended to map each button in the launcher's Input tab.

Mac: average

- Iffy support for multiple controllers. The Input tab on Unity's pre-game launcher for Tallowmere doesn't specify which controller number is which, nor which button gets pressed, so is prone to error. I mean, it works, but it's not very user-friendly.
- The TattieBogle driver likes to turn off an Xbox controller when it's been inactive for a mere minute or two, which is extremely short; and in turn with Unity's poor handling of disconnected controllers, I'd say more than two players with the Mac version of Tallowmere might not be worth trying.
- PlayStation 3 controllers don't have the turning off problem, but their joystick/controller numbers don't show up in the Input tab either, so mapping buttons can still be finicky.

Default controls



Possible problems/hiccups/gotchas:

- All controllers need to be turned on before the Tallowmere launcher is opened.
- If a controller is disconnected, turns off, or runs out of battery mid-game, the controller won't work again until the next time Tallowmere starts. This is unfortunately a bug with Unity. Please make sure your batteries are charged before playing, and don't go AFK for too long!

Console Commands

Tallowmere's in-game Dev Console lets you do things you normally couldn't do through normal play. 100 monsters? Every weapon? Heaps of health and attack power? Double gameplay speed? Go for it! Press the ~ key to bring up the console, enter a command, then press Return.

Note: Entering a gameplay-altering command will display a black and yellow border on the screen, meaning high scores and achievements won't be recorded for the play session.

ENEMY COMMANDS:

- spawn archer
- spawn conductor
- spawn fire mage
- spawn flail knight
- spawn leaper
- spawn ogre
- spawn zaerie
- spawn random monster

ITEM COMMANDS:

- give all weapons
- give emerald dagger
- give flamethrower
- give grenades
- give ice wand
- give katana
- give rocket launcher
- give antistun potion
- give health potion
- give key
- item rarity 1
- item rarity 2
- item rarity 3
- item rarity 4
- item rarity 5
- item rarity 6
- item rarity 7
- spawn chest
- spawn chest with consumable
- spawn chest with emerald dagger
- spawn chest with flamethrower
- spawn chest with grenades
- spawn chest with headgear
- spawn chest with outfit
- spawn chest with shield

MONSTER DENSITY COMMANDS:

- monsters 10
- monsters 20
- monsters 30
- monsters 40
- monsters 50
- monsters 60
- monsters 70
- monsters 80
- monsters 90
- monsters 100

HERO COMMANDS:

- damage down
- damage up
- deal damage
- give coins
- heal
- kill
- max health down
- max health up
- max souls

ROOM COMMANDS:

- set room ctf
- set room doubletrouble
- set room hydra
- set room jazz
- set room kidnapping
- set room timeflux
- set room vials
- set room zaeries
- skip room

Note: "set room ..." really means the room will be two rooms away. Use "skip room" twice to skip ahead if you wish.

GAMEPLAY SPEED COMMANDS:

- timescale 1
- timescale 2

CAMERA COMMANDS:

- camera stop
- camera start
- camera zoom in
- camera zoom out

COLLECTABLE COMMANDS:

- spawn flag
- spawn health globe
- spawn heart

MISC COMMANDS:

- debug right trigger
- delete high scores
- delete player prefs
- reset achievements