

# Hard Time

## Menus

When a controller is being used, it is assumed you will use the directions to highlight an option. You can then press the **X** button to browse left and the **A** button to browse right (the **right thumbstick** can also be used to toggle options left or right). Pressing the **shoulder buttons** will change screens wherever possible.

With or without a controller connected, you can always use the mouse to quickly access options. In this case, pressing either side of an option box will change its value. **ESC** will always exit the current screen.

## Keyboard Controls

**CURSORS** = Movement

**A** = Attack (on its own to aim low, with a direction to aim high).

**S** = Grapple / Throw

**Z** = Run (without a direction to charge ahead)

**X** = Pick-Up / Drop

**SPACE** = Gesture / Use prop

**P** = Pause

**ESC** = Quit / Skip scenes

**W** = Toggle windowed mode or fullscreen

## Gamepad Controls

Use the "Calibration" tool from the "Controls" option to set up your controller correctly:

**D-PAD / LEFT STICK** = Movement

**X** = Attack (on its own to aim low, with a direction to aim high).

**Y** = Grapple / Throw

**A** = Run (without a direction to charge ahead)

**B** = Pick-Up / Drop

**RIGHT STICK** = Gesture / Use prop

**SHOULDER TRIGGERS** = Sleep

**START** = Pause

**BACK** = Skip scenes

## Combinations

- Press **ATTACK** and **RUN** together to launch a powerful attack.
- Press **RUN** and **PICK-UP** together to set fire to a small object (which can then be used to set fire to a larger object using the same command).
- In a grapple, press any command with any direction (or none) to trigger different moves. Press the **GRAPPLE** command again on its own to deliberately release a hold.



## Multiplayer

The presence of a controller should make multiplayer possible via the "Controls" option. Depending on whether you choose "Versus" or "Co-op", the other controllers (or keyboard) should be assigned someone on the scene to control. "Versus" makes it more likely that they will play as a warden hindering an inmate, whereas "Co-op" makes them more likely to be an ally. As the camera will remain focused on the star player, you must follow the overhead icons to locate the other characters being controlled.

## Health

Each day, you will find your health and mental state slipping away. Both can be restored by sleeping, which is also a good way to pass time. You won't always be permitted to sleep, though, so consuming food and drink bridges the gap. These, along with many other activities such as reading or watching TV, can also help to improve your mental state. **If you "lose your mind" you will temporarily lose control of your character - and will almost certainly get into trouble!**

## Attributes

Your character also has a set of attributes that you are challenged to improve:

- **STRENGTH** indicates how much damage you can inflict or absorb. You can improve it by fighting or lifting weights.
- **AGILITY** determines how fast you move. You can improve it by jogging in the yard or scoring baskets.
- **INTELLECT** reflects your knowledge - including fighting skills such as counters. You can improve it by reading books.
- **REPUTATION** is how much other prisoners respect you. It can be improved by accomplishing tasks or intimidating others.

## Economy

Even in prison there are still opportunities to earn money - whether you work for it with a broom, trade items at a profit, or run with a gang. Having money increases your opportunities to grease the wheels and make your life inside easier.

## Bodily Functions

You may find that you need to go to the toilet from time to time, in which case you must race to the bathroom! Alternatively, you could find a toilet to sit on or grab some toilet paper to spare your blushes. Failing to do so will damage your reputation and mental state.

## Sentence

The days of your sentence are gradually served in real-time, after which you will be free to live life on the outside as a civilian or take a job as a warden! Getting caught for crimes will risk having your sentence extended in court, whereas accomplishing tasks for the wardens (or over the phone for your lawyer) will help to get your sentence reduced.

## Performance

Especially high resolution displays may not benefit from running fullscreen, so you should consider switching to "Windowed" or "Low Resolution" visuals to keep performance high. You can toggle this instantly at any time by hitting the **W** key. Alternatively, you could reduce the "Population" to keep the character count within what your display can handle.

## Further Reading

I regret that there is more to this game than I could ever explain here, so I hope you enjoy figuring some things out for yourself! Also look out for helpful tips from your fellow inmates.

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