



# Lonely Imagination

User manual



## Preamble

Thank you for downloading Lonely Imagination, it was a difficult path that had to be traveled so that you who are reading this can play it.

There were delays until the idea of never launching it crossed my mind just in case that many do not like the game, and I even still have them, but it does not happen to everyone, but I know that if you are reading this it is because you have downloaded the game out of simple curiosity or because a friend recommended it to you, maybe you just found it, but it doesn't matter how you downloaded it, the fact that you're playing it makes us very happy.

This game is inspired(not based) by Doki Doki Literature Club!, so you can expect it to be just as good.

Read our development story below.

***Note: For more information, remember that you can read the .txt files that are in the base folder of the game and in the “doc” folder***



## game menus



**History:**  
Shows a history of recent dialogs.

**Save:**  
Allows you to save the current game.

**Load:**  
Allows loading to a previous state.

**Settings:**  
The configuration screen for various game settings appears.

**Full screen:**  
Causes the game to switch to using the entire area available on the screen.

**Unseen text:**  
Holding down the **ctrl key** will skip both text that has already been viewed and text that has not been read.

**Following options:**  
Fast forward will continue immediately after a decision has been made.



## Keyboard Mapping

## Links

advance text

**Left click**  
**Space bar**  
**Enter**

Itch.io: <https://quetzalcoutl.itch.io/alone>

Source code:  
<https://github.com/QuetzalcoutlDev/Alone>

skip text

**CTRL**

Ren'Py website: <http://www.renpy.org/>

show menu

**ESC**

Discord  
<https://discord.gg/3cXfUYnR84>

Full Screen

**F**

Navigation

**Arrow keys**

Screenshot

**S**

hide the interface

**Right click**



## game requirements

### *Running on Ren'Py 7.3.5.606*

OS: Windows 7 x86 or x64, Ubuntu, Debian GNU/Linux, MacOS 10.06,  
Android 5.0 Lollipop  
RAM: 1 GB or more (recommended 2GB or more, to avoid system  
crashes)  
Processor: 1.65 GHz or higher  
Graphics memory: 326 MB, OpenGL 1.5 or higher  
Disk: 256 MB of available space

### *Running on Ren'Py 7. 4.0 and later*

OS: Windows 7 x86 or x64, Ubuntu, Debian GNU/Linux, MacOS 10.06,  
Android 5.0 Lollipop  
RAM: 2GB  
Processor: 1.65 GHz or higher  
Graphics memory: 326 MB, OpenGL 2.0 or higher  
Disk: 256 MB of available space

***Note: If your PC can't run this version of the game (Due to graphical issues),  
you can download Ren'Py SDK version 7.3.5.606 and compile on that version.***



Dazzle Team

## development history

At the end of 2020, a friend recommended that I play a game called Doki Doki Literature Club!, a game that I loved and awakened my taste for visual novels, taking advantage of my love of learning, a week after playing Doki Doki Literature Club ! And with only a computer with 2GB of RAM, a graphic memory of just 326MB and a 1.65GHz processor with only one core, I downloaded Ren'Py, the engine with which that game was developed, and started looking for tutorials on how to use it, acquiring the necessary knowledge to be able to program the game with Ren'Py, the story came from an idea that a classmate gave me before the start of the Covid-19 pandemic and that I used as a basis for the story of Lonely Imagination, at the beginning the story or just the idea for the story was not going to leave much to be desired, but as I gained knowledge, I started to improve it to what it is and will be. the art of the characters at the beginning was not going to leave anything to be desired either, they started with some Flash-style sketches, then some somewhat acceptable designs (in terms of coloring) but with serious problems of proportion, until after seeing some focused structure tutorials in anime, the sprites of the characters improved but still have proportion problems that are acceptable, since the art is drawn only using the mouse and without using a graphic tablet and it is a bit difficult for me to draw with the mouse, since I do not have a. The soundtrack is composed by a friend who, despite me not having the money to pay him, still supports it.

At first the release idea was to release it completely, but a friend who was going to be the artist of the game (But due to his work he couldn't



Dazzle Team

participate), gave me (He gave us all) the advice to release it in volumes or with versions that as it is updated it will have new chapters.

Lonely Imagination is a very big project that forced me to acquire knowledge from programming (Although still basic), improve my way of drawing and learn to use a GNU/Linux environment (Where I programmed the game, first in Ubuntu and then in Debian, which also made me learn about free software) very quickly and that despite my lack of resources I still continued to develop it despite the limited resources of my computer, the lack of time and knowledge, but that Despite everything, it is something that fills with so much happiness the fact of what Lonely Imagination is and will be, a game that despite the lack of resources, and the distance between the members of the group, saw the light and that motivates us to continue go ahead with him.

During the development it gave me the idea to learn and research about free software, support this philosophy more and launch the game as such.

So, I consider Lonely Imagination not only as a game but as something that will change the lives of many and that will serve as a motivator to let your imagination run wild.

*ATT: Quetzalcoult*



## **Who are part of the Dazzle Team**

Quetzalcoult (Programmer, writer and artist)

Joack Kenny (Composer)

Net Ilutra (Director)

*If they the game would be nothing.*

Lonely Imagination is a free and open source game you can download the source code from GitHub, you can support us at itch.io

<https://github.com/QuetzalcoultDev/Alone>

<https://quetzalcoult.itch.io/alone>

<https://discord.gg/3cXfUYnR84>

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Ren'Py is love, Ren'Py is life

**Dazzle Team, creating things for a freer world**

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