INSTRUCTIONS

Sensibilia is supposed to run on PCs with Windows 7, 8 (or newer) operating systems installed on them. You will only need a functional keyboard and a mouse to play. An output audio device is optional, but necessary to experience the game as intented.

We recommend running the game on a decent machine (in terms of peformance). We perfectly know it is only a 2D game, but since we have more and more computing power nowadays, it is also the time to demand something more from 2D games, too.

We haven't done precise benchmarks to tell you the exact minimal and recommended requirements, but the GPU should support OpenGL 3.3 or above, because of the shader programs that have been used.

WARNING!
Following instructions may diminish the experience as it is intented for the player to familiarize with game mechanics on their own, so "kind of spoilers" follow.

Main Menu

As *Options* submenu is not **yet** implemented, you can change things like resolution, fullscreen or mouse sensitivity in *config.lua* file located next to the executable.

I've also temporarily added a "godmode" flag to the config in case you find the game too hard to beat. Set it to **1** if it so.

To review the controls, pick the *Help* submenu; there is yet no way to change them.
You can pick *New Game* to go from the beginning or manually load the chapter you want to play from the *Load Chapter* submenu and clicking **the title** of the chapter of your choice.

During the game you can always press *ESCAPE* button to enter the pause menu;
from there you can pick *Help* menu again to review the controls should you forget them.
You can also go back to the main menu.

Gameplay

In every chapter, you face a group of nightmare entities that will try to push you into the abyss and sometimes launch black polygons similiar to feathers. When you touch them or the enemies themselves, the world will start to become more and more unstable. The more unstable it becomes, the crazier the screen goes with its sick postprocessing effects.

The game is over if the dreamworld is destabilized too much, or when you happen to excessively stray in the blank space around the level.

When the game is over, the screen goes black for a few seconds and the chapter restarts, so you continue playing immediately and don't get sick of any game-over content that is displayed to you for the thousandth time.

You have to defeat your enemies in order to proceed to the next level.
Every killed enemy gives you a little bonus to the current stability.
When all the enemies are defeated, for several seconds you are violently pushed upwards and all objects rush against you. Then the game loads the next level.

Player

You move with A and D buttons and jump with W.
If you press E, a clock with two hands will pop up at the center of the screen.

And the hands have their meaning:

1. The bigger hand indicates the sum of all remaining enemy healths.
2. The smaller hand indicates the world stability (kind of useless if you actually keep an eye on postprocessing effects)

The closer to twelve o'clock they are (clockwise wound), the smaller the above values are.

You can zoom out by holding Ctrl and scrolling the mouse.

There are also several abilities to take advantage of.

1. Instability ray (left mouse button)
2. Reality check (right mouse button)
3. Flying (hold W)
4. Slow motion (scroll mouse without CTRL)
5. Gravity change (G + mouse movement)

1. Instability ray (left mouse button):
Used to kill nightmares. Launches a nice-looking colorful beam.
Use it with moderation as it destabilizes reality.

2. Reality check
Used to stabilize reality. When using, you are slowed down a lot.
It is worth noting that when the dreamworld is already stable and you do the reality check, the objects are going back to their initial place.

3. Flying
Another useful ability that lets you continue your jump like you were using a jetpack. You have to hold W key all the way though, or it won't work.
This destabilizes reality pretty fast.

4. Slow motion
A really useful ability that slows down everything that is going on, except for the interval at which you shoot instability projectiles, so you can accumulate a pretty big beam before your enemy can even react. It destabilizes the reality only a bit so you can use it with more freedom.

5. Gravity change
Mainly used to prevent falling into the abyss, I can't think of other use-cases, as it greatly destabilizes the reality.

Maps

A note about maps and a brilliant piece of technology that I have used.
All the maps are stored in sensibilia\maps.

It is very easy to modify existing maps simply by using **Tiled** map editor, it's free:
http://www.mapeditor.org/

Just open the corresponding .tmx file, move some polygons and rectangles somewhere else and export the map to lua overwriting the old file. You can even spawn new objects and give them one of the already existing types.

It is even possible to create completely new object types and chapters, but for now it is too complicated for anyone except me. At least too complicated to describe it here.

So this is also to tell you that *Sensibilia* is coded towards being easily editable, and this is something that game communities crave the most these days.

Have fun playing!