The prison from *Hard Time* has closed down and re-opened as a school, but the challenge to survive and thrive remains the same! Live every hour of every day in real-time – from getting out of bed in the morning to attending a timetable full of classes, and exploring a city filled with interactive props.
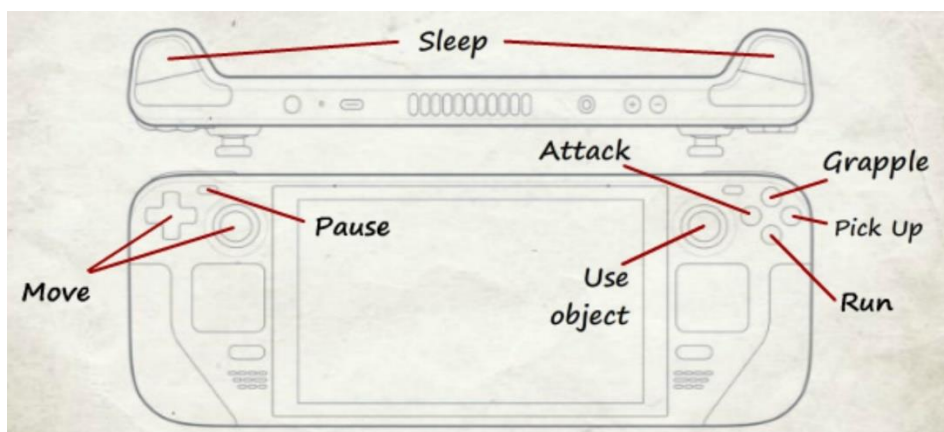
Picking up knowledge from each class helps you answer real questions in each subject, as you work towards the grades you need to graduate. But with over 100 fellow students walking the halls, an equally important popularity contest decides whether your days are filled with fun or fear...

Menus

Mouse (or touch) is the quickest way to interact with menu pages, where clicking either side of a box or option will change its value. **ESC** can be used to exit at any time. With a controller, you use the directions to highlight an option and then press the **X** button to browse left or the **A** button to browse right – with **B** allowing you to exit at any time. Where possible, the shoulder buttons can be used to change tabs and the shoulder triggers can be used to change pages within those tabs. During character selection, clicking a name once previews their appearance before selecting them again to confirm.
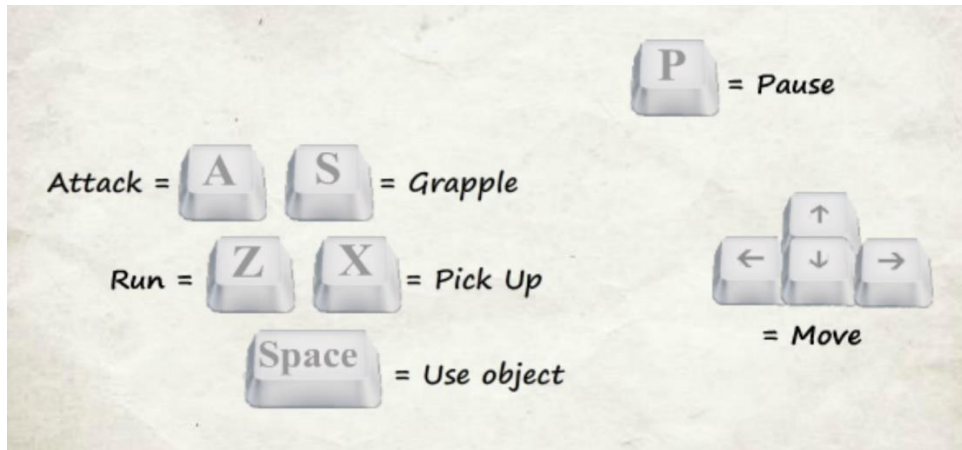
Controllers

Xbox or Playstation style controllers should be detected automatically, otherwise you can use the "Calibration" option to configure any other device. The default button map should be as follows:

* Sleeping is triggered by pressing BOTH shoulder triggers (or thumbstick buttons) simultaneously to prevent it happening by accident.

Keyboard & Mouse

When using keys with no controller connected, it is assumed you will still be able to access many features with mouse clicks – such as choosing a dialogue response, clicking the clock to pause, or the health meter to sleep. Otherwise, your character is controlled by the following keys:

Additional Controls

- 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.
- Press **CTRL + W** to toggle windowed mode or fullscreen.

Multiplayer

The presence of a controller should make multiplayer possible via the "Controls" tab. Depending on whether you choose "Versus" or "Co-Ed", 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 teacher or other grown-up, whereas "Co-Ed" makes them more likely to be a fellow student. Turning a bug into a feature, the exact character they are assigned remains an "Among Us" style mystery!

Studying

Success in each subject requires you to attend classes on time (within 30 minutes of the start time) so as to hear all 4 possible answers from the teacher. **Note that you literally have to be conscious to remember what you heard, so no sleeping!** Even if you know the answer in real life, you'll struggle to deliver it without the subject knowledge. When tested at the end of a topic, you can choose an answer by either clicking it directly or

holding in that direction before pressing any button. Every successful answer improves your grade whereas every wrong answer decreases it. If the answers aren't already obvious, they can be uncovered by reading books from that particular subject in the game – as well as in real life if you do your homework!

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 able to sleep, however, so consuming food and drink bridges the gap. These, along with many other activities, 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!**

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.

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 **CTRL + W**. 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 students.

www.MDickie.com