

DEFAULT CONTROLS:

KEYBOARD:

Movement: Arrow Keys

Run: Shift

Action/OK: Z

Sword/NO: X

Map: C

Pause/Menu: Space

GAMEPAD:

Movement: D-Pad/Left Stick

Run: Triggers (L2/R2)

Action/OK: (A)/(CROSS)

Sword/NO: (B)/(CIRCLE)

Map: (X)/(SQUARE)

Pause/Menu: (Y)/(TRIANGLE)

FUNCTIONS:

F1: Fullscreen

F2: Change Window Size

F3: Toggle Debug (On old Beta Builds only.)

SAVE DATA

All save data can be found in appdata/roaming/Tailbound. (Accessible on Windows by typing %appdata% into the navbar of your file explorer) Save data from Tailbound: Beta IS compatible with v1.0.0+

If you ever mess up your controls config, you can also delete userconfig.tbs from this folder, and restart the game.

OPERATING SYSTEMS

The game is developed with Windows 10 in mind, and I do not have any other devices I can test it on. Therefore, feedback from people on OSes besides Win10 is crucial. Non-Windows builds of the game may be unstable/unplayable, if included at all.

(Note: GameMaker Studio 2, the engine Tailbound is built with, requires me to OWN a Mac and Ubuntu device if I want to natively port to them. I am very poor and have neither, but will attempt to port them if the game's profitable enough and there's a demand for ports.)

I am not planning on making an Android version of the game, however I would like to get the game running on Steam Deck once that's available.