richard & alice

PLAYERS' GUIDE

Richard and Alice are prisoners. Both their cells have a leather sofa and a state-of-the-art computer. But only Richard's has a TV.

Outside, the snow falls. It has done for some time. Elsewhere, they say, parts of the world have been rendered an inhospitable desert, the earth parched and cracked. People live in the zones now. The lucky ones, anyway.

Richard and Alice have secrets.

What is Richard & Alice?

Richard & Alice is a mystery story about family, desperation and the weather, set to the beat of an indie point-and-click adventure.

The game takes place in a future where half the planet is covered in snow and ice - the other half a parched desert, so they say. In it, you'll play alternately as Richard and Alice, a pair of prisoners in an unusual high-tech jail. Across a series of days, and a collection of flashbacks, you'll slowly piece together their stories - what brought them to this prison, and what's going on outside.

It's a story-driven game in which you'll explore the lives of two strangers brought together in dismal circumstances, while solving logical conundrums to make progress. We really hope you like it.

- *Lewis Denby* and *Ashton Raze*

How to play Richard & Alice

It's simple. All you need is a mouse and keyboard. You left-click on a location to move your character there. Left and right clicks on objects or hotspots cause your character to interact with the world in particular ways. You've also got an inventory, which allows you to collect items you find around the world and use them to uncover more of the story, solving puzzles by combining items with each other or with the game environment.

Left-click on world - Move character

Left-click on object/hotspot/character/item - Interact/use

Right-click on object/hotspot/character/item - Look/examine

Click/keyboard press during conversation - Advance dialogue

Escape key - Menu

Hints and tips

Explore

Richard & Alice is the sort of game you need to take your time over in order to get the full picture. Examine items, search the world, and uncover clues to the back-story.

Talk

Richard & Alice's characters have a lot to say. Talk to them lots to find out about their personalities.

Read

You'll collect notes and letters around the game. Take them in to give yourself a better understanding of the world.

Decide

At various points in the game, you'll make decisions - both small and large. But what effect will they have on your story...?

Troubleshooting

Having problems with the game? Struggling to get it running properly? Here are some things to try.

1. Locate 'winsetup.exe'

It'll be in your *Richard & Alice* install folder. Run this as admin and try the below...

2. Run the game in a window

Some older computers may struggle to run the game in full-screen. Try running the game in a window. If your monitor resolution is high enough, increase the game resolution by tweaking the Graphics Filter to '2x nearest neighbour.' This will double the window size, and upscale the game accordingly.

3. Reduce the colour depth

If all else fails, try checking 'Downgrade 32-bit graphics to 16-bit.' The visual quality will take a noticeable knock, but this may help struggling machines.

Are you saying your cell is on fire after all?

Credits

Designed and directed by **LEWIS DENBY and ASHTON RAZE**

Produced by **LEWIS DENBY**

Written by **ASHTON RAZE**

With additional dialogue from **LEWIS DENBY**

Drawn by **KYRA HILLS, LEWIS DENBY, ASHTON RAZE, MOLLY CARROLL and RICHARD WARNER**

Scripted by **LEWIS DENBY**

With original music from **JOE GILDER (BONEYARD AUDIO) and YONATAN LURIA**

Additional programming **KATHARINA WALLISCH**

Dialogue/plot consultation **EMILY RICHARDSON**

Script editor **NIA COUND**

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And music from **KEVIN MACLEOD (INCOMPETECH.COM)**

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Music from Analogue: A Hate Story appears courtesy of **ISAAC SCHANKLER**

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With engine plug-ins from **ALASDAIR BECKETT-KING and ADITYA JAIEEL**