



Dead Static Drive is *Grand Theft Cthulhu*. An indie survival-horror game following a nightmarish road trip across a 1980s Americana, *Dead Static Drive* blends weird fiction and uncanny Eldritch themes with a spooky unease underlying this small-town life.

Heavily influenced by the work of weird fiction authors T. E. D. Klein, Gene Wolfe, & Ramsey Campbell, filmmaker David Lynch, and photographer William Eggleston, *Dead Static Drive* hopes to invoke images of an America now lost, where with the right car and enough gas, anything felt possible.

At its core a survival game, *Dead Static Drive* sees the player needing to scavenge, fight, sneak, and explore in order to stop the continuing violence of an estranged father, who has fast-spiralled into a paranoid recluse convinced technology will ruin us all.

Prevent the deadly consequences of his delusions. Evade police. Equip yourself and those close to you, and follow your own moral code. Learn how—and who—to trust. And learn it fast, the monsters are gaining on you.

CONTROLS:

In Car:

Right trigger: Accelerate. "W" on PC.

Left trigger: Brake. "S" on PC.

Left stick: steer. "A"/"D" on PC.

(A): Handbrake. Spacebar on PC.

D-Pad / Arrow Keys: Up turns on headlights. Hold to turn on emergency lights in emergency vehicles. Down honks the horn. Hold down to turn on emergency sirens in emergency vehicles. Up/Down arrow keys on PC.

(Y): Exit vehicle.

Some conversations occur while driving - Dpad left/right (left/right arrow keys on PC) and (A)/"E" will cycle between and select conversation options.

On Foot:

LB/RB - Rotate the camera. Press "1"/"3" on PC.

LT - Aim. Will lock on if there's something nearby to be targeted. Right mouse button on PC.

RT - Attack. Melee attack, or fire firearm if you're aiming. Left mouse on PC.

Left stick - Move. WASD on PC.

Right stick - Free Aim. Can help you lock on if you don't want to target the automatically targeted enemy. Mouse on PC.

Left stick button - Crouch. Reduces chance of being detected. Ctrl on PC.

Right stick button - Show compass. Backslash ("\") on PC.

D-pad - Shortcuts for inventory. Up to show inventory, down to drop items. Up or down arrows on PC.

View / Select button - Pause menu. - Tab on PC.

Menu / Start button - inventory. "I" on PC.

(X) - interact with objects in world. Generally for filling with gas, looting from furniture, and giving items. "R" on PC.

(Y) - Interact with objects in world. Driving your car, breaking in, opening doors, picking up items, and talking to people. "F" on PC.

(B) - Run. Hold down to run while you have stamina. Sometimes used to interact with items in world, like for sleeping and some quest items. The UI will show where this is relevant. "E" on PC interacts with these items.

(A) - Jump / Dodge. If you're in combat and aiming/locked on, you will dodge. Otherwise you'll jump. Jump is Spacebar on PC, and run is Shift on PC.

Inventory:

Press (A) on an item to bring up a submenu where you can examine / move / drop / equip the item. "E" on PC.

Items can be placed on other items to combine them. This works for ammunition and reloading and for combining stacks of items, and for upgrading items by combining them with jars dropped by enemies. Jars upgrade the attacks of weapons.

Move items by pressing (Y) then choosing where to move it. Click-drag to move on PC.

RB/RT - when moving items, this can rotate them to fit. "1"/"3" on PC.

Press (B) to exit inventory. "Esc" and "Q" on PC.

In Menus:

LB/RB - change tabs. "1"/"3" and mouse on PC.

D-Pad - Change between characters, change between tasks in quest log, select options in settings menu. Arrow keys / Mouse on PC.

(A) - Select. "E" on PC.

(B) - Cancel. "Esc" and "Q" on PC.

LT/RT - Zoom on map. Mouse wheel on PC.

Right stick - Pan map. Right mouse and drag on PC.

Between Towns:

Select options to speak to people with D-Pad or arrow keys then press (A) or "E" to select. (B) or "Q" will cancel.

Press the left trigger or "A"/"D" on PC to steer your car. (Optional).

GAME FEATURES:

World map:

In the pause menu you will see the world map. It will show you whether you have enough gas to reach the next town or not, indicated with yellow chits for gas use and red chits when you don't have enough gas. Car mileage affects this, so the chits will vary by vehicle type. Select quests/tasks and toggle them on/off to activate and deactivate your current tasks. The map generally will highlight the destination in the world.

Compass:

Press RS/"\" to bring up the compass. This shows which exits will take you to which connected towns, and which of those towns will take you closer to any quests you have active.

Looting:

Many items of furniture can be looted by approaching their doors/drawers and pressing (X)/"R". This brings up an inventory where you can take and drop items.

Bags:

The player can carry up to three bags - one on their back and one in each hand. These expand your inventory space. However, only the first bag in your inventory will be accessible easily, as a way of balancing the power of more storage.

Keys:

Find keys to unlock car doors. Keys identify what they can be used on, so for example pickup truck keys work for all pickup trucks (except for police cars, which are unlocked with police keys).

Breaking Into Cars:

Approach a car you don't have a key for and press and hold (A)/"F" to break in. Takes longer when you have low lockpicking skill.

Refuelling Cars:

To refuel a car, find the fuel intake of the car (Can be identified by the arrow on the fuel gauge when driving) and "Fill Up" will be shown. (Only displayed if the car is unlocked/broken-into). Press (X) and select an item to use. You can use fuel nozzles from gas pumps, gas cans, and jars dropped by monsters.

Fixing Cars:

Find scrap metal (destroy a garbage can or street sign, or other metallic object). You need one item of scrap metal to fix a car. Go to the hood of the car and follow button prompt to repair. Holding the button/key down until the indicator has filled up. Takes less time if you have a garage weapon (spanner, etc.) equipped at the time, and affected by your mechanics stat.

Barricading:

Find scrap wood, or wooden planks. Equip a tool like a hammer or one with a reasonable chance of being used as a hammer, and approach a door or window. You can barricade the door by following the button prompt. Slows down enemy advance and sometimes can help you if you need to sleep and monsters are nearby.

Reviving:

A party member who is injured too much will collapse. Approach them and follow the button prompt to revive them. Hold the button for the duration - which is faster when you have high medical ability.

Statistics:

On the pause screen you can cycle between characters and view their stats. The player has special colours when members are in their party - the blue is the player's stat contribution and the yellow is the contribution by party members. You gain a fraction of each party member's abilities, with the fraction increasing as the party member becomes closer bonded with you.

Item Usage:

Items picked up have varied uses. Food/drinks can be consumed to restore your health/stamina and to make you less hungry/tired. Eat too much and you will begin burping, which can attract monsters. Medical items can be used to stop bleeding/poison or to restore health/stamina.

Health/Stamina chits:

Your health (hearts) and stamina (plus-signs) are discrete chits. Your health hearts can be broken if you take a large amount of damage in one hit. These hearts will not regenerate on their own. Stamina has filled and hollowed chits - over time, you lose chits as you become more tired. These can be restored by sleeping or by consuming something to perk you up like a chocolate bar or coffee. If you drink some items that are alcoholic, like wine or hip flasks, you will lose stamina and become more tired. This can be useful if you want to save the game because you can not save the game by sleeping if you've just slept and are not yet tired.

Saving the Game:

Find a bed or a vehicle to sleep in and follow the button prompt to save the game. Some time will pass. You can't sleep when there are enemies nearby or you've already slept recently. The game saves automatically when you travel between towns, once entering a new town.

Item Types:

Some weapons do additional damage types, or break after repeated use ("Cheap" items). Items with these special attributes are identified by a different color and description in the inspect screen. For example, "Heavy" weapons are slower but hit harder, "Serrated" edged weapons do damage over time. Applying jars to weapons adds special abilities that last until the item has run out of ammunition (lasts forever on melee weapons). These can add fire, poison, electrical and ice explosion effects.

Fire:

Some items in the world can be set on fire by using a fire weapon or exploding something nearby. Fire can propagate and lasts until the item on fire is destroyed. Fire causes area damage when you touch it.

SETTINGS:

Control Display (PC only): PC defaults to showing button prompts in keyboard key images, but if you use a controller this will use the Xbox icons.

Driving Controls: Choose between tank controls (steer left and right and accelerate/brake with triggers or "W"/"S") and directional controls. Directional controls use the left stick, or WASD or click using mouse on PC, to give a general direction to drive in.

Camera Mode: Choose between fixed camera, which can be rotated, or a follow-camera. This is for driving only, on-foot always uses a fixed/rotatable camera.

Display Blood: Turning this off will remove blood when attacking people and will change the colour of some enemies' attacks from blood red to dark blue.

Misophonia Mode: The game features some burping and monster vomit noises - these are replaced with no sound or with crow caws as appropriate.

Maximise Cranium: Big Head Mode.

Performance Mode: (XBox only). Adjusts the level of detail.

CREDITS

A videogame by Reuben Games

in Association with VicScreen

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“Running on Empty”

Written and performed by Gabe Castro

Courtesy of Gabe Castro

“The Chase”

Written and performed by Gabe Castro

Courtesy of Gabe Castro

“Dead Static Silence”

Written and performed by Gabe Castro

Courtesy of Gabe Castro

“The Road Remembers”

Written and performed by Gabe Castro

Courtesy of Gabe Castro

“The Map, the Car, and Us”

Written and performed by Gabe Castro

Courtesy of Gabe Castro

“The Midnight Fire”

Written and performed by Gabe Castro

Courtesy of Gabe Castro

“Daylight Run”

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“Brightwater”

Written and performed by Gabe Castro

Courtesy of Gabe Castro

“Hearst’s Theme”

Written and performed by Gabe Castro

Courtesy of Gabe Castro

“Hunters Theme”

Written and performed by Gabe Castro

Courtesy of Gabe Castro

“This Ends Now”

Written and performed by Gabe Castro

Courtesy of Gabe Castro

“Wind Through the Pines”

Written and performed by Gabe Castro

Courtesy of Gabe Castro

“Vivid on Video”

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Courtesy of Gabe Castro

“New Tomorrow”

Written and performed by Gabe Castro

Courtesy of Gabe Castro

“Dreamlight”

Written and performed by Gabe Castro

Courtesy of Gabe Castro

“Sad West World Vapors”

Written and performed by Jeremy Dower

Courtesy of Jeremy Dower

“Not Like This”

Written and performed by Gabe Castro

Courtesy of Gabe Castro

“A Limited Release of Exclusive Graves”

Written and performed by Jeremy Dower

Courtesy of Jeremy Dower

“Juno Drive”

Written and performed by Jeremy Dower

Courtesy of Jeremy Dower

LICENSES

Unreal Engine v4.27, Epic Games

UIWS - Elliot Gray

UIPF - Elliot Gray

UI Icons - Kenny

"Generic Graph" - jinyulliao, Copyright (c) 2016 jinyuliao

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FONTS

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This game was made on the lands of the Wurundjeri Woi-wurrung people of the Kulin Nation. We pay our respects to their Elders, past and present. Sovereignty was never ceded.

Thank you for playing.

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