

COCKWORK INDUSTRIES COMPLETE Controls and FAQ

GAME CONTROLS:

[Left Click]	Perform Action / Advance Dialogue
[Right Click]	Open Inventory
[Space]	Show points of interest
[Esc]	Enter Pause Menu
[P]	Toggle Particle Effects
[S]	Toggle Sound
[W]	Toggle Fullscreen / Windowed Mode
[F5]	Force Scene Reload (used when encountering black screens)
[F8]	Force Quit

FAQ

1. How to save the game?

Use the save point located in the Lobby (the computer screen on the reception desk). You can hold [Space Bar] to show you exactly where it is.

2. How do I progress to next chapter?

Once the chapter ending conditions are met you can click the bed in the Guest Room (the location where you start the game) to progress to next chapter.

3. Will there be any DLCs coming to the game?

We won't be adding any additional DLCs for this game and it's not because we're against the idea. It's because of technical reasons.

You might not be aware, but Cockwork Industries was first released more than a year ago, it's already had two big DLCs and a ton of smaller updates added in the meantime. The Steam release is the final version of the game - hence "Complete" in its title. Since first releasing Cockwork Industries we had already started development on new games and repurposed our development tools for those projects - updated the game engine, renderers etc. We can and will still add certain functions to the game (like implementing Steam achievements for example), add small cosmetic updates, fix bugs, etc., but touching the core parts of the game is out of the question at this point.

4. Will the game be available in other languages than English?

That's very unlikely. We didn't plan on adding additional languages when we started developing this game (mostly due to budget limitations and lack of any ability to estimate how well the game would sell) and as of now we've finished development of Cockwork Industries and concentrated our efforts on making new games. Please also be aware that adding any language that isn't based on Latin script (that includes Chinese, Japanese and Korean) is not possible because the engine we use is not suited to support such languages.

However, we will seriously consider including additional language versions to our future games.

5. Will there be a MacOS or Linux version?

We intended to release the MacOS version, but unfortunately there are currently engine-related issues with porting to Mac and we had to abandon the idea. We have no plans of releasing a Linux version due to the marginal market share of the OS and too many different Linux distributions existing.

6. Is the black male seen in the trailer/screenshot the only protagonist? Can I play as a white male?

Dwayne, the black male character, is the only protagonist in Cockwork Industries. We wish we could allow you to create your own custom character, but this simply isn't possible for the type of game we made.

Additionally, adding a white male protagonist as a DLC can't be done due to reasons described in point 3 of this FAQ. Changing the character in a 2d game like ours is not as easy as reskinning a character in a 3d game. Many core parts of the game would have to be re-done from scratch and this is not possible anymore. We will have a white male protagonist in an upcoming game we're currently developing, but not in Cockwork Industries.

We understand that having a protagonist of specific race and ethnicity in a game can break or hinder immersion for some players. It's a valid point and has nothing to do with racism. Some players will find a certain character more immersive, others less so. We'll have different main characters later down the line in our future games, so hopefully, sooner or later, everyone will find someone they can identify with the most.

7. I feel like I made the right choices and still couldn't have sex with the girl I was after. What am I doing wrong?

To unlock sex encounters with each girl (or guy) you need to make the right plot choices and have high enough reputation score. The plot is constructed in such a way that going after and having sex with one girl makes it impossible to go after the others (Elena, Nadia and Diego in gay playthrough are an exception).

To gain high enough reputation, you need to make correct dialogue choices with a character and, optionally, hand them gifts they like. Each character has preferred gifts, neutral and disliked. If you play the game in Simplified Mode the reputation feedback indicators are also visible.

If you're having trouble unlocking desired content, you can refer to the [Game Guide](#) for help.

8. Mini games during sex scenes are annoying, I have to focus on passing the game rather than watching the scene.

If you find those annoying, you can play the game in Simplified Mode where sex scenes can be watched without interacting. Even in Adventure Mode playing the mini games (apart from foreplay) is optional. By playing you unlock a different image in the sex summary screen (provided your score was above POOR) and a Magic Fingers reward if you achieve a FLAWLESS score. You can choose to only watch the scene and it will automatically move to the next one after 30 cycles.

9. I don't know what to do in the foreplay mini games. I click on a body part but nothing happens.

To progress within foreplay sequences you need to click-and-hold on the adequate body part until the wheel around the character's portrait fills up, in turn progressing the excitement meter. Depending on how full the excitement meter is, the characters will respond differently to having been touched on various body part. Once the excitement meter fills up completely, the sequence will end and proceed to sex scenes. Remember you should never touch the same body part twice in a row, therefore you should alternate between body parts that give positive reaction.

For help on how to best approach foreplay sequences for each character, check out the [Game Guide](#).

10. I'm getting getting POOR final results despite clicking perfectly on time during sex scenes.

The final score depends on your combined performance in the foreplay mini game as well as click-timing mini games during sex scenes. If you're getting bad results despite clicking perfectly on time, you must have made some mistakes during the foreplay part. See point 9 of this FAQ for help.

TECHNICAL FAQ:

Although the game was thoroughly tested, certain specification-related issues may occur on your system. This section will help you to deal with most issues that can be encountered while playing Cockwork Industries Complete. Certain engine-based limitations you need to be aware of are also listed here.

1. 4K support

Although the game doesn't have native 4K, on 4K monitors it gets upscaled from 1080p and is perfectly playable.

2. 21:9 monitor support

The game doesn't have 21:9 monitor support.

3. Poor performance

This game's graphics is based on the so-called "sprites" (2d images), which are all rendered in 1080p resolution. A single sprite is a single image – be it a frame of animation, background element and so on. During gameplay, multiple sprites are displayed one after another to create motion. Such technique, while visually pleasing, is known to be resource heavy, demanding a relatively fast CPU and capable (preferably dedicated) GPU with large amounts of video RAM in which loaded images can be stored. 2D games generally require more vRAM and less GPU power compared to 3D games.

If your PC meets minimal hardware requirements and you experience poor performance, try the following:

1. If your PC has integrated GPU that uses shared system RAM, close all other applications to free as much memory as possible.
2. Try disabling particle effects by pressing [P] during gameplay.
3. Be sure to have the latest drivers installed for your PC.

4. Black screens

In an event where the screen goes black at any point in the game, but audio can still be heard (this can occasionally happen on some systems), you can press [F5] and the screen should go back to normal. Sometimes this issue can manifest differently - screen doesn't go black, but some UI elements are clearly missing and the game is stuck.

Reloading the scene with [F5] is a "brute-force" solution and should only be used in the situation described above. Don't press [F5] in any other moment as it may break the game!

5. Can't scroll to the left or right side of the of a location

This can rarely happen if you end a dialogue before the dialogue screen lock gets disengaged. Usually it's when you click through the dialogue too fast and the game can't catch up with processing all necessary actions. It's a very system-specific and rare situation.

There's two things you can try:

1. To avoid screen locks - try clicking slower to skip the dialogue (give like 1 second for each dialogue line).
2. If your screen is already locked - try clicking any other object on the scene to start a new dialogue window. After you finish that dialogue the lock should disengage.

6. Unable to finish the finale Quick Time Event due to input lag

On low-spec systems the poor frame rate (even after disabling particle effects) may cause significant input lag that can make finishing the finale QTE very difficult or impossible. If that is the case, simply keep failing and after 5 failed QTE attempts the game will continue on and on your next playthrough you'll be able to skip the QTE completely.

7. "Init failed, could not load game" error while starting the game

This error most likely occurs if you didn't install the game to the default Steam library location and the file path to game files is too long (meaning the game is inside too many folders) or the file path contains special or non-Latin characters, such as "!" or "-" or "-". Install the game to the default Steam library location or make sure the game folder is as close to the root of your drive as possible (like C:\Steam\steamapps\common\Cockwork Industries) and remove any special or non-Latin characters from folder names.

8. Low "frame rate" during animations despite FPS counter showing the game is at 60fps

The game indeed runs at 60fps, but the dialogue animations (as well as other animations in the game) are frame-based (meaning they are a series of a specific number of still images displayed one after another, not a video or a 3d object) and the number of frames had to be quite low to account for lower-end PCs. Otherwise the game would be very memory demanding and minimum system requirements would be drastically increased.

Unfortunately that's one of the limitations in a pre-rendered 2d game where you can't adjust quality and performance settings on-the-fly as you would in a 3d game where the graphics are rendered in real time. Please also consider that other 2d games like visual novels usually have still images during dialogue instead of animations. We decided to have animations, though with slightly limited frame rate.

In future games we'll be using video files instead of image frames and all animations will be much smoother. This wasn't possible for Cockwork Industries because the version of the engine we were using didn't allow us to reliably use such solution.

9. Corrupted save files

If you turned off your PC while the game was being saved, the save file may get corrupted making it impossible to continue your game. In that case, you should try manually removing save files (please note: that's a last resort solution as it effectively erases your progress).

In order to do this, locate the folder called Savegames (it can be found in C:\Users*YourUserName\AppData\Local\Digital Seductions\Cockwork Industries) and delete it.

Note: "AppData" is a system folder which is hidden in Windows by default. You need to make system folders visible in Windows File Explorer's folder options before proceeding.