

CONTROLLERCONFIG

GUIDE FOR:



Released: Aug. 2022, Multi-platform | **ESRB Rating:** Mature

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Questions? Feedback? Send an email to nebula@controllerconfig.com

Immortality © Sam Barlow / Half Mermaid Productions

Nebula's Assessment

Mandatory Inputs (11)	1-4	5-9	10-14	15-19	20+
Control Schemes (5)	1-2	3-6	7-10	14-11	15+
Button Combinations	None	Minor	Moderate	Major	Significant
Holds	None	Minor	Moderate	Major	Significant
Rapid Inputs	None	Minor	Moderate	Major	Significant
Play Pace	Own Pace	Slow	Moderate	Brisk	Constant
Personal Experience	Excellent	Enjoyable	Decent	Rough	Terrible

Accessibility Options

(Available in Options, found on the main and pause menus)

- **Subtitles:** ON/OFF
 - Note: There are a very small number of scenes **missing subtitles**.
 - **Sound settings:**
 - Music volume (Incremental slider, 0-100%)
 - Movie volume (Incremental slider, 0-100%)
 - Interface volume (Incremental slider, 0-100%)
-

Content Warning

(Available from the main menu)

Content Warning

Viewers are warned that the film footage collected here contains subject matter that may be upsetting. The stories are taken from the gothic, thriller and supernatural genres and tackle themes and elements such as:

- Strong curse words
- Blasphemy regarding the Catholic faith
- Sudden and surprising visual cuts and sound events
- Alcohol, cigarette and drug use
- Abusive relationships
- Nudity, Sex
- Blood and wounding
- Suicide
- Sexual assault
- Murder (asphyxia, knife and firearm)

Additional content warning for unreality/reality warping.

Mandatory Controls

Control	Function
	Select / Play / Pause / Resume
	Back / Return
	Enter Image Mode / Delete Image

Control	Function
	Move cursor/selector
	Move cursor/selector
	Move selector / frame skip / cycle item / change volume
	Move selector / frame skip / cycle item / change volume

Control	Function
	Rewind / increase speed / switch grids
	Fast forward / increase speed / sort clips
	Zoom in (<i>required by tutorial</i>)
	Zoom out (<i>required by tutorial</i>)

Suggested Controls

Control	Function
	Favorite / Remove from favorites

Control	Function
	Jump to start of clip
	Jump to end of clip

Control	Function
	Filter by favorites / Remove favorites filter

Optional Controls

Control	Function
	<i>See control notes*</i>
	<i>See control notes*</i>

Control	Function
	<i>See control notes*</i>
	<i>See control notes*</i>

Control	Function
	Filter (by movie) / show all clips and images
	Open / Close Pause Menu

Unused Controls

Control	Function
	(none)

Control Notes

- 1.) Button combinations and button mashing are not featured in this game.
- 2.) Inputs are not fast paced– Immortality's main draw is watching video clips.
 - a. The only instances which initially seem (detailed in [c]) to require timing on the player's part involve hidden clips. To access them, the intent is for a player to “react within a certain time window” by either going forward or backward at a slow speed.
 - b. To do this, you can either:
 - i. Slowly scrub backward or forward using the left/right inputs on the left or right analog sticks.*
 - ii. Pause and hold the left (backward) or right (forward) d-pad arrows to skip multiple frames

* - The process of slowly scrubbing using the left or right analog sticks [i] requires the player to hold the stick ever so slightly in the intended direction. This is not supported by most adaptive switches and the motion itself is difficult to accomplish using a standard xbox controller (I often had trouble with it).

By comparison, pausing and holding the frame skip buttons [ii] worked in almost every instance (with any issue due to my personally pausing too early. Easily fixed with the info below.)

- c. If you pass the window to access a hidden clip, you can either:
 - i. Rewind and try again.
 - ii. Frame skip (or scrub, if you're using the left or right analog sticks) in the applicable direction (forward or backward) until you've re-entered the timing window.

Thankfully, if you miss the window there is no penalty. Hidden clip opportunities do not disappear and always occur at the same time within a video. Even if you exit, they'll still appear in the same position.

- d. Hidden clips are primarily played in reverse, but there are a few instances of hidden clips **within** hidden clips. In these situations, you'll need to use the opposite direction you entered the current clip from.

- 3.) Image navigation (selecting an item seen in a clip) can be accomplished by either:

- a. Using the left analog stick to move a cursor around the screen and selecting.
- b. Using the left and right arrows to cycle through items on the screen and selecting.

Being able to snap to and cycle through items on screen requires less input from the player overall.

- 4.) Holds are required to access hidden clips (via left/right on the directional pad). The following holds are optional:
 - Directional pad/left analog inputs when moving the selector on the film/image screens.
 - Directional pad left/right inputs when cycling images during image navigation.
 - The left/right analog sticks (optional controls) for cursor movement during image navigation.

- 5.) The Xbox button is not included in this guide and is left to user preference. It is not required for gameplay, but is convenient for things like changing console settings.

Specific Control Schemes

1. Main Menu / Pause Menu



Control	Function
	Select
	Back / Return to game (pause menu only)
	-
	-
	Move cursor
	Change volume (sound settings)

Control	Function
	Move cursor
	Change volume (sound settings)
	-
	-
	-

Control	Function
	-
	-
	-
	-
	-
	-
	-
	Close pause menu (pause menu only)

Yellow controls are duplicated.

2. Film Grid



Control	Function
	Play Film Clip
	-
	Favorite / remove from favorites
	-
	Move selector

Control	Function
	Move selector
	-
	Hide clips from other movies / show clips from all movies
	Switch to image grid
	-

Control	Function
	Zoom in
	Zoom out
	-
	-
	-
	Filter only favorited clips / filter all clips
	Sort film clips by date / scene order
	Open pause Menu

3. Image Grid



Control	Function
	Play Relevant Clip
	-
	Favorite / remove from favorites
	Delete Image
	Move selector

Control	Function
	Move selector
	-
	Hide images from other movies / show images from all movies
	Switch to film grid
	-

Control	Function
	Zoom in
	Zoom out
	-
	-
	-
	Filter only favorited images / filter all images
	Sort images by item / by film
	Open pause Menu

4. Playback



Control	Function
	Pause / Resume Clip
	Return to Grid
	-
	Enter Image Mode
	-
	-
	Move backward one frame
	Move forward one frame

	-
	-
	Scrub backward / Rewind (Flick) / Increase speed (Flick)
	Scrub forward / Fast forward (flick) / Increase speed (flick)
	Jump to Start
	-
	Rewind / Increase Rewind Speed
	-

	-
	-
	Scrub backward / Rewind (Flick) / Increase speed (Flick)
	Scrub forward / Fast forward (flick) / Increase speed (flick)
	Jump to End
	-
	Fast Forward / Increase Fast Forward Speed
	-

5. Image Navigation



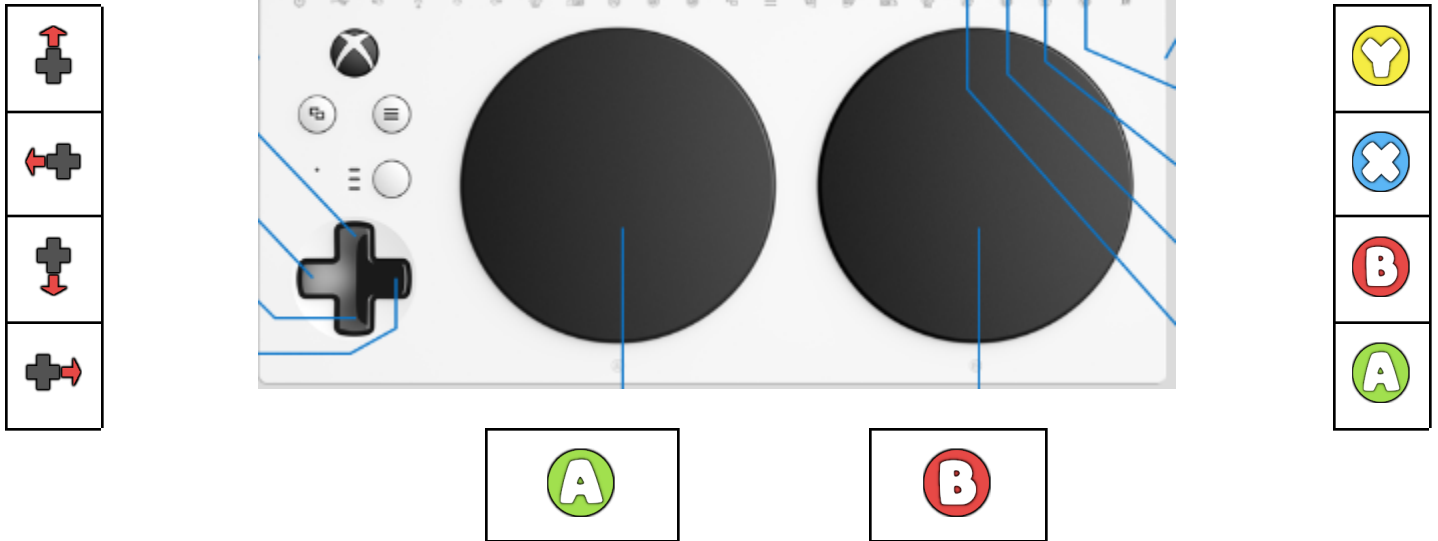
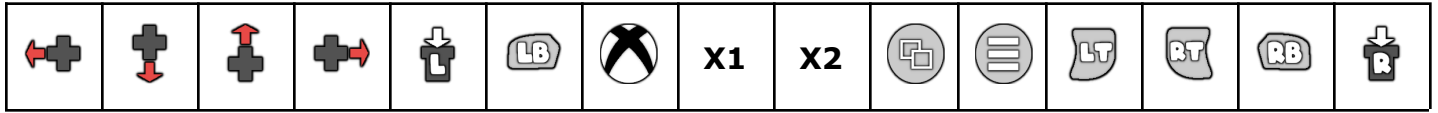
Control	Function
	Select (Match Footage)
	Return to playback
	-
	Return to playback
	-
	-
	Cycle through items (moves the cursor)

Control	Function
	Move cursor
	-
	-
	-
	-

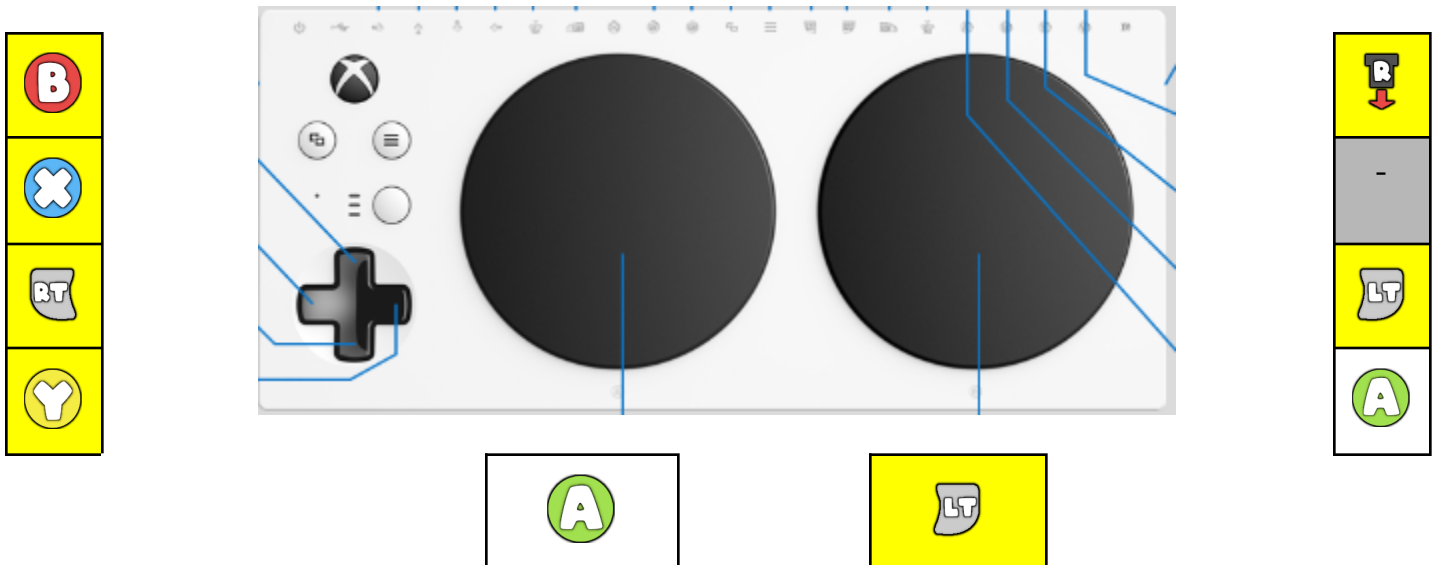
Control	Function
	-
	-
	-
	-
	-
	-
	-
	-

Nebula's Controller Configuration

This is how I play! Be sure to create (and assign) a new profile for this game when configuring!



Default Adaptive Controller Configuration



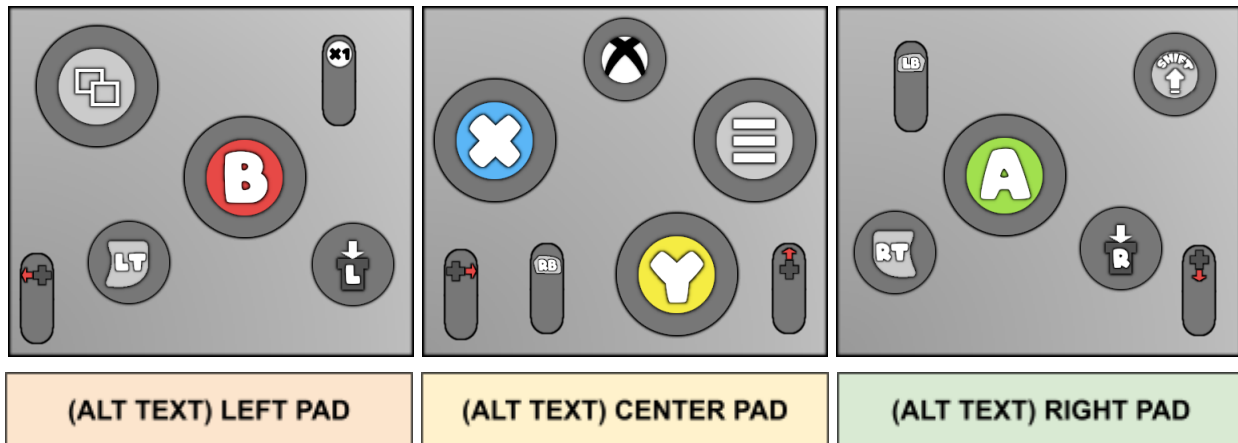
Nebula's Adaptive Controller Configuration

Changed inputs are highlighted in yellow

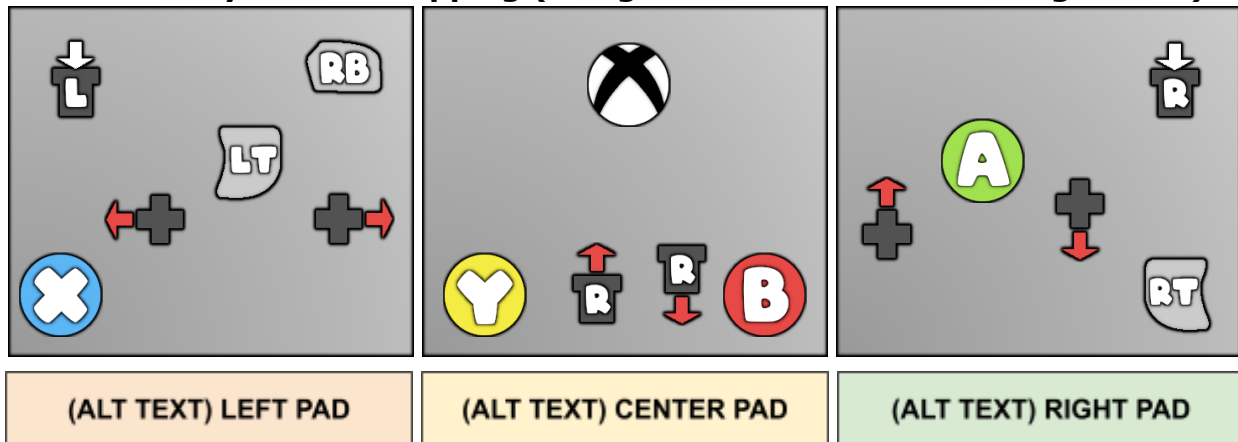
Nebula's Controller Layout

Initial Button Placement (and corresponding input jack)

Please note, the SHIFT button is registered to the X2 input jack



Immortality Control Mapping (using Nebula's controller configuration)



Configuration and Layout Explanation

- 1.) This is a foot-based controller. The left foot hovers around the left trigger button and the right foot hovers around the A button. That is because they are the most used buttons, other than directional pad inputs.
- 2.) Directional pad inputs are spread out to reduce leg movement and for ease of operability. It has a small learning curve, but is optimal for button layout (having directional inputs on a single pad limits movement for that foot, spreading them out increases mobility).
- 3.) Rewind-like functions are kept on the left side. Fast forward-like functions (excluding the directional pad right arrow, due to how directionals are placed) are kept on the right side.
- 4.) The left and right stick click buttons are on the outer edges to avoid accidentally pressing them during normal gameplay (and accidentally losing position in a video clip).
- 5.) The RB button is placed at the top of the controller because it is only used when navigating the film and image grids, and is rarely used.
- 6.) The X and RT buttons are placed at the outer edges along the bottom of the controller because they are used less– the X button is used exclusively on the film and image grids, and most of the time rewinding (LT) is prioritized over fast forwarding (RT).
- 7.) The Y and B buttons are placed on the inner edges of the bottom of the controller because they're more important, but used less, and do not want to be accidentally triggered by the player. Allocating them to smaller, inner buttons allows the player to comfortably activate them when needed.
- 8.) The right stick up and down buttons are only used during the tutorial. They are put in an area where they least impact gameplay and player comfort– the center of the middle pad.