

CONTROLLERCONFIG

GUIDE FOR:



Released: Jan. 2020, Multi-platform | **ESRB Rating:** Teen

Guide written by Nebula Bash (controllerconfig.com)

Revision: 1.0 | **Initial Release:** 21 Mar 2023 | **Last Updated:** 21 Mar 2023

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

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(Rest in peace Mohammad Fahmi)

Nebula's Assessment

Mandatory Inputs (8)	1-4	5-9	10-14	15-19	20+
Control Schemes (10)	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

(*: See Control Notes)

Accessibility Options

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

- **Sound settings:**
 - Sound effect volume (Incremental slider, 0-100%)
 - Background Music volume (Incremental slider, 0-100%)
 - Ambient volume (Incremental slider, 0-100%)
 - **Text Speed:** Default / Instant / Fast
 - **Autoplay Dialog:** On / Off
 - Can also be activated by pressing autoplay in game.
 - **Dialog skip settings** (when skip button is held):
 - Skip previously read dialog / Skip all dialog
-

Control Notes

- 1.) Button combinations and button mashing are not mandatory for this game.
 - a. Button combinations *can* be used in latte art (moving while pouring), but this is not required.
 - b. Button mashing is beneficial in endless mode, but it's an optional game mode.
- 2.) During story mode, inputs are not fast paced— Coffee Talk's main draw is reading dialog.
- 3.) "Press any button" screens do not accept stick directional inputs.
- 4.) Each story day requires an A button press to start. This is omitted from the schemes below, as it is a single button.
- 5.) Auto mode tends to trigger on the following dialog when it is set/removed. You need to press A after setting it.
- 6.) Latte art, the most difficult aspect of the game to control, is completely optional after the first time it is requested by a customer. Additionally, the game does not actually judge your art (even if the customer comments on it). You can just pour some milk in and immediately serve your drink.
- 7.) Endless mode controls are the same as the "In-game - Brewing" controls, with an added mode select (see "Additional Menus").

Mandatory Controls

Control	Function
	Select / Load / Progress Text / Serve
	Back / Reset / Cancel / Close Phone
	Open Phone Menu / Load / Delete Profile

Control	Function
	Move cursor / scroll
	Move cursor / scroll
	(Latte art) Pour/Etch (Required once)

Control	Function
	Move cursor / cycle item / change language / profile / tab / volume
	Move cursor / cycle item / change language / profile / tab / volume
	Open/Close pause menu / Accept name entry

Suggested Controls

Control	Function
	Return to Profile Select / View text log / Reset

Control	Function
	Toggle Text Autoplay / Rotate cup left / Prev item
	Fast Forward Text / Rotate cup right / Next Item

Control	Function
	(Comics) Zoom in

Optional Controls

Control	Function
	Move cursor / scroll / change tool: milk
	Move cursor / cycle item / change language / profile / tab / volume / invert
	Move cursor / scroll / invert pour direction

Control	Function
	Move camera (Not recommended)
	Move camera (Not recommended)

Control	Function
	Move camera (Not recommended)
	Move camera (Not recommended)

Unused / Duplicate Controls

Control	Function
	Not assigned.

Control	Function
	Text entry only; not used in gameplay.

Control	Function
	Text entry only; not used in gameplay.

Control	Function
	Functions duplicated by left-stick right input.

Specific Control Schemes

1. Language Select



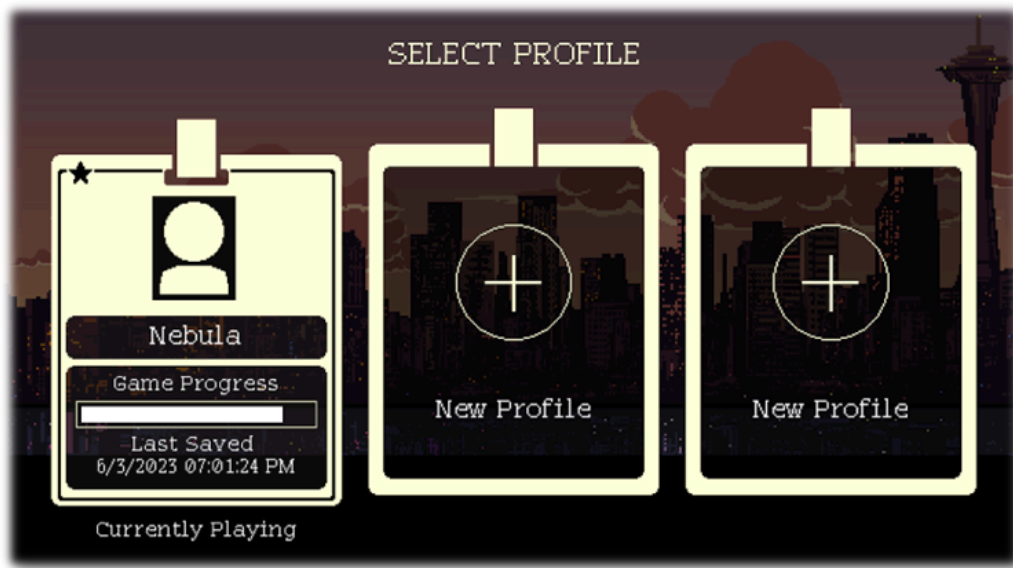
Control	Function
	Select
	-
	-
	-
	-
	-
	Change Language

Control	Function
	-
	-
	Change Language
	-
	-
	-
	-

Control	Function
	-
	-
	-
	-
	-
	-
	-
	-

Yellow controls are duplicated.

2. Profile Select

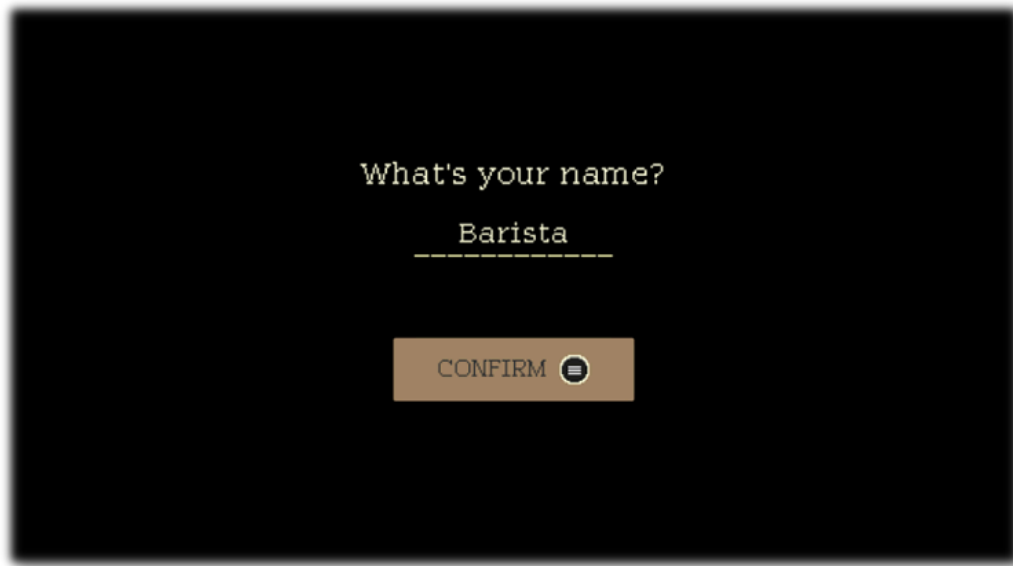


Control	Function
	Select Profile / Load
	-
	Delete Selected Profile
	-
	-
	-
	Change Profile

Control	Function
	-
	-
	Change Profile
	-
	-
	-
	-

Control	Function
	-
	-
	-
	-
	-
	-
	-
	-

3. Name Entry



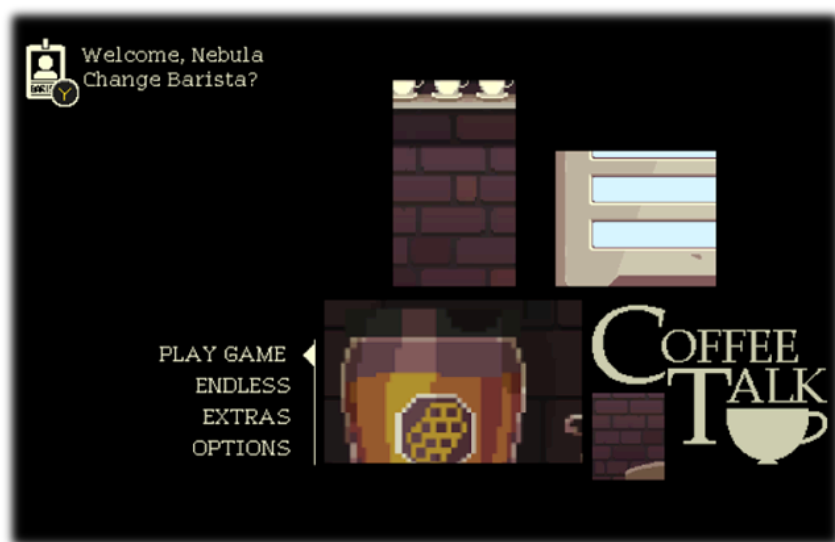
(Uses the standard Xbox text entry interface)

Control	Function
	Select
	Back (exits text entry, requires start to return)
	Backspace
	Space
	Move cursor

Control	Function
	Move cursor
	Shift / (x2) Caps Lock
	Move text cursor left
	Cycle Text, Symbols, and Emojis
	Microphone Entry (not tested)

Control	Function
	Jump to autofill suggestions
	Return from autofill suggestions
	Cycle autofill suggestions
	-
	Move text cursor right
	-
	Accept

4. Main Menu / Options Menu



Control	Function
	Select
	Back
	-
	Return to Profile Select
	Move cursor
	Change Option / Change Volume Level

Control	Function
	Move cursor
	Change Option / Change Volume Level
	-
	-
	-
	-

Control	Function
	-
	-
	-
	-
	-
	-
	-
	-

5. In-game - Counter



Control	Function
	Show / Progress Text
	Close Phone Menu
	Open Phone Menu
	View Text Log
	-
	-
	-
	-

Control	Function
	-
	-
	-
	-
	-
	Set / Stop Text Autoplay
	-
	-

Control	Function
	Move Camera
	Fast Forward Text
	Open Pause Menu

6. In-game - Phone Menu



Control	Function
	Select
	Back / Close Phone
	(Shuffld) Pause / Resume Music
	(Shuffld) Enter Playlist Mode / View Text Log
	Move Cursor / (Tomodachill, Evening Whispers) Scroll
	Move cursor / (Shuffld) Change song / (Brewpad) Change tab

Control	Function
	Move Cursor / (Tomodachill, Evening Whispers) Scroll
	Move cursor / (Shuffld) Change song / (Brewpad) Change tab
	-
	-
	-
	-

Control	Function
	Move Camera
	Move Camera
	Move Camera
	Move Camera
	-
	-
	-
	Open Pause Menu

7. In-game - Brewing



Control	Function
	Select
	Reset / Close Phone
	Open Phone Menu
	View Text Log
	Move Cursor

Control	Function
	Move Cursor
	-
	-
	-
	-

Control	Function
	Move Camera
	-
	-
	-
	-

8. In-game - Latte Art

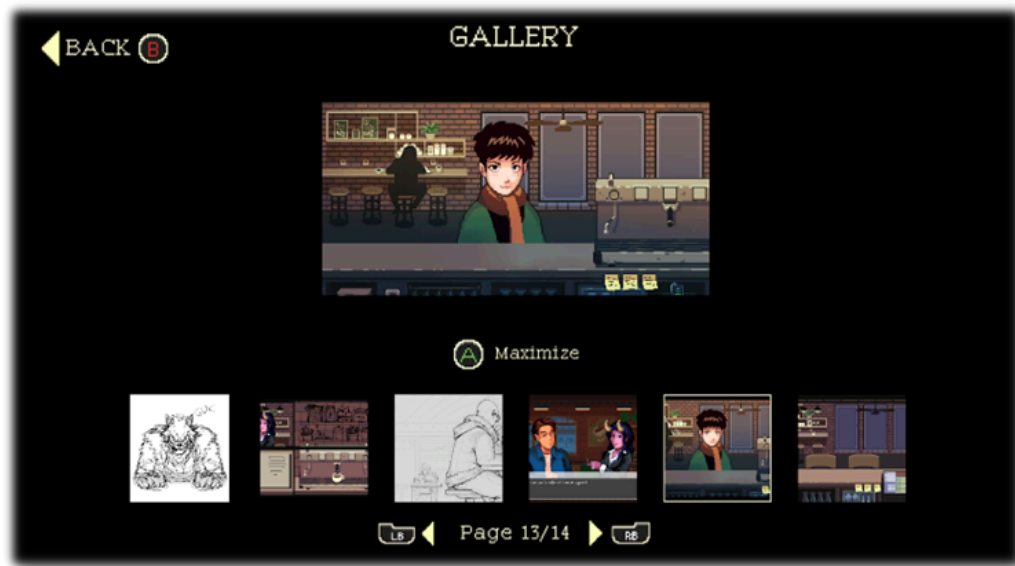


Control	Function
	Serve
	Cancel
	Open Phone Menu
	Reset
	Change tool: pour milk
	Invert pour direction
	Change tool: etch
	-

Control	Function
	Move Cursor
	-
	Rotate cup left
	-
	-

Control	Function
	-
	-
	-
	-
	-
	Rotate cup right
	Pour / Etch
	Open Pause Menu

9. Extras - Gallery / Comics



Control	Function
	Maximize
	Back / Minimize
	-
	-
	(Comic) Scroll
	Cycle through items/ (Maximized) Change item

Control	Function
	(Comic) Scroll
	Cycle through items/ (Maximized) Change item
	-
	Previous Page / Previous Comic
	(Comic) Zoom In
	-

Control	Function
	-
	-
	-
	-
	-
	Next Page / Next Comic
	(Comic) Zoom out
	-

10. Additional Menus (Pause, Save, Load, Achievements, Endless Mode)



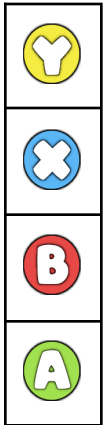
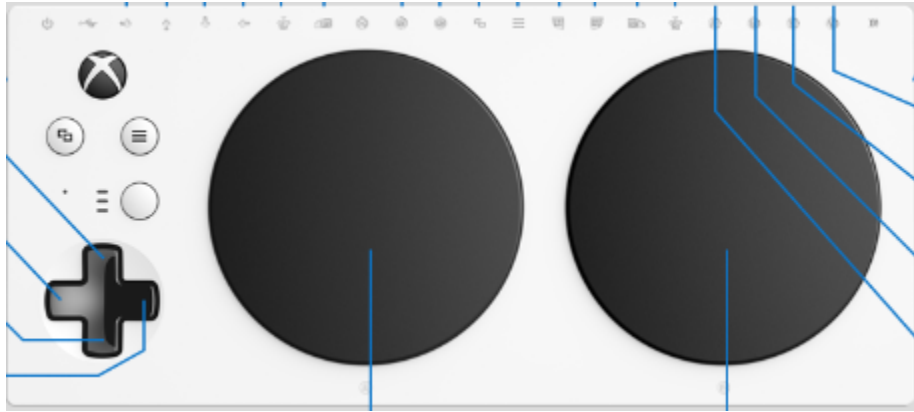
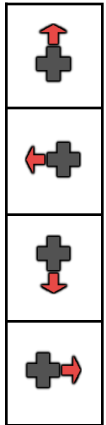
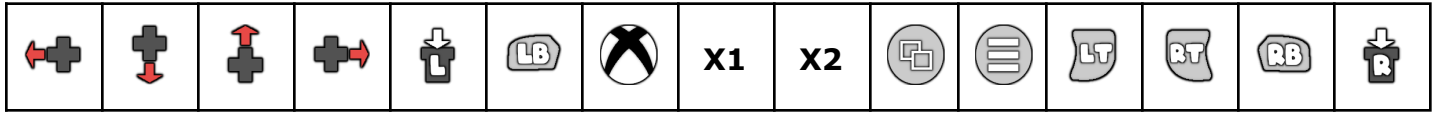
Control	Function
	Select
	Back
	(Load) Continue
	-
	Move Cursor

Control	Function
	Move Cursor
	-
	-
	-
	-

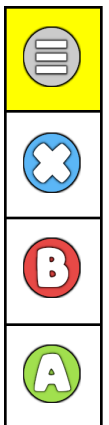
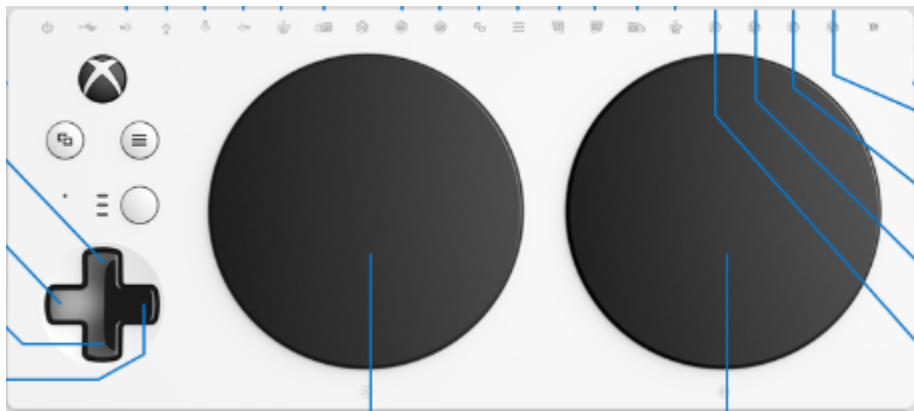
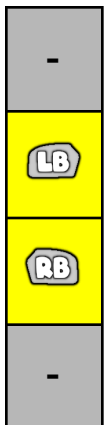
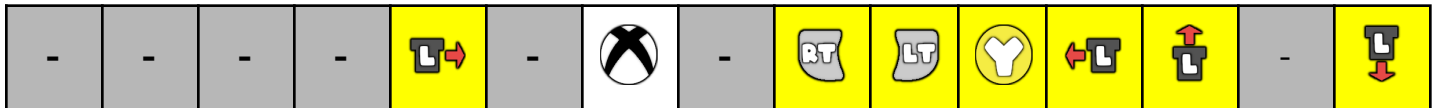
Control	Function
	-
	-
	-
	-
	-
	-
	-
	(Pause) Close menu

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



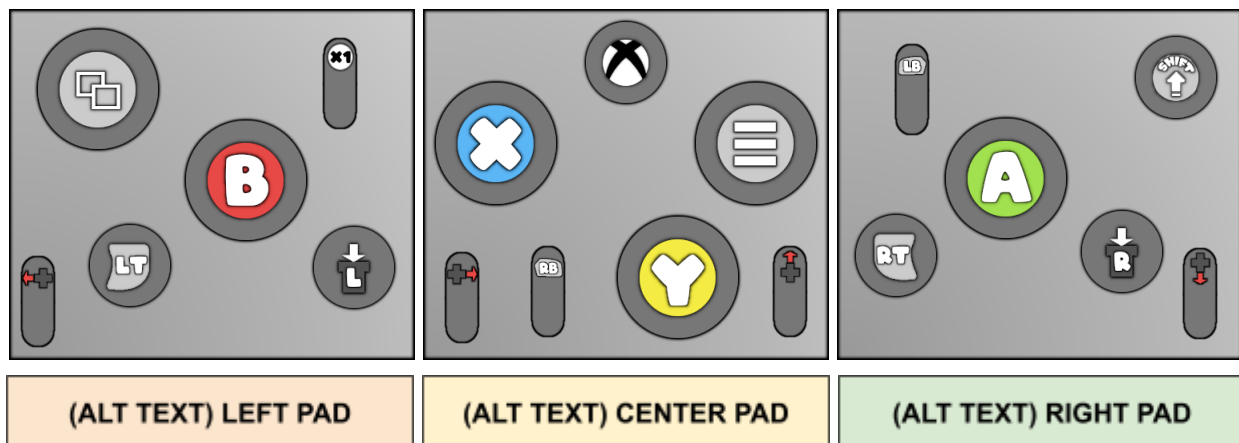
Nebula's Adaptive Controller Configuration

Changed inputs are highlighted in yellow

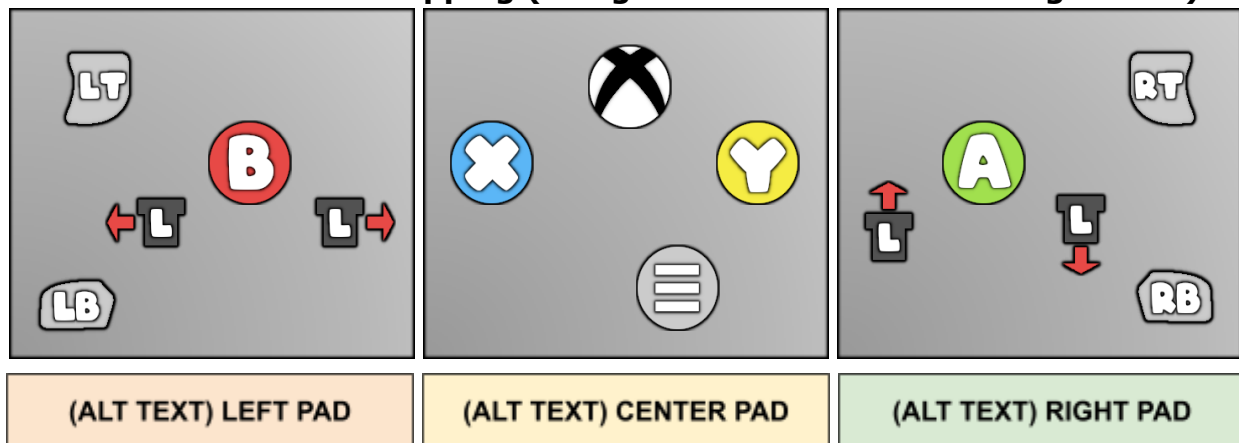
Nebula's Controller Layout

Initial Button Placement (and corresponding input jack)

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



Coffee Talk Control Mapping (using Nebula's controller configuration)



Configuration and Layout Explanation

- 1.) This is a foot-based controller. The left foot hovers around the B 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.) Left stick directional 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.) "Left" buttons (Left Bumper, Left Trigger) are kept on the left side, "Right" buttons (Right Bumper, Right Trigger) are kept on the right side. This is purely for memory convenience.
- 4.) The bumper and trigger buttons on the outer edges because they are not commonly used during gameplay.
- 5.) The menu button is placed in the bottom of the center pad because it is rarely used, and to avoid accidental pressing by the player.