

- Miscellaneous goofs
 - Advice during the gun show seems to be reversed. If you say, "I'm good to go" with your gun out but no bullets loaded, Winston tells you to pull out your gun. If you say you're ready with a loaded but holstered gun, he says to load some bullets
<https://screenrec.com/share/ruN90ZBvas>
 - I only had this happen once and haven't tried to replicate it, but the music that had been playing before I grabbed the bible was still going underneath the tune that plays for the "I have to be on that train" cutscene
 - Repeatedly clicking to go to the big top causes the Redstar to say, "See you around, Bonnie" again and again until you stop clicking the tent
 - If you try to go into the general store and say, "Open this door" you buy a bullet; there's no way to have that talk without buying ammunition
 - When using the key to open the fridge, the text you click to use it is "Use: " without the word "key" after
 - Room 201 is called "Room 203" on the arrow that takes you up the back ladder and into the room
 - The "I have to be on that train" cutscene plays every time you leave Room 201 through the window
 - The dumpster behind the saloon can be moved to the right after you've moved it to the ladder by doing the "zoom in" gesture on a trackpad (no idea if this works for a mouse). Once you let go, it stays in place for about as long as you held it there with two fingers on the trackpad before going back towards the ladder
 - First comment when examining the piano in the bar mentions the "girl on top of it", even if you're looking at it for the first time after the sheriff sends you to jail and Shelly Dumont's hiding in the back
 - A couple of lines in the dialog that comes up when idling in the saloon after the sheriff lets you into Room 201 seems like it's coming from the sheriff when it should be from his lackey (I didn't manage to get a screenshot of the first one, but I think it was along the lines of, "You even want to be sheriff?")



- The Deputy!
 - Saying, "What was his name?" after showing him the old sheriff's badge gets no response
 - Giving him the badge when you're at the entrance to the jailhouse instead of in front of the cell makes everything unclickable until you restart the scene
- <https://screenrec.com/share/fRkF4WJPeK>
- I ain't a murderer...this time
 - If you have a good show, talk to Winston in the big top, ask for booze, leave the tent, come back, and try to talk to him, his dialog is the same as if you shot him during the show
 - <https://screenrec.com/share/D8EsxWneMk>
 - No matter what you do, the fan who's waiting for the train says something along the lines of, "I heard it was quite the show..." and all of your responses give the impression that you shot somebody during the show. The rest of the dialog seems consistent with the player's choices, it's just that one bit that felt out of place
- Some "quick" suggestions
 - This is probably only an issue for somebody who's restarting the game over and over to get everything, but it'd be nice if the "restart game" button in the pause menu skipped the opening cutscene (the train dream)
 - Also save states. Those'd be neat. Not sure how useful they'd be if the game is being released in chapters, but much like the option to skip the opening cutscene, it was something I started to wish for by the third time I restarted the game to reassure myself that Winston does, in fact, treat Bonnie like a killer if she asks for firewater and nothing else
 - The player shouldn't be able to skip through the text for the long war story from Sundown. You asked for it, either sit down 'n listen or get outta here! Don't worry about this one if disabling the option to skip through word bubbles for that single

part is even a little complicated, it's not important at all. Just think it could add a little more charm, especially since it's completely optional and the player knows what they're getting into

- Free thoughts, no pennies required!
 - Is there any Sundown-specific dialog with Winston after you listen to Sundown's stories? Tried to look for any and didn't find it, but considering how many optional scenes I didn't see until at least my fourth or fifth playthrough, it's very possible I just missed it. If I didn't, it might be fun to add some in, either before the circus is packed up to leave or after
 - This one's definitely a fringe case, but the first time I tried using the file on the cell window, I had one hit of health left (I'd fought the sheriff and his goons beforehand) and died before I got the dialog about Bonnie cutting herself. Left me pretty confused, I had to restart the scene a couple times to make sure the death was really from the file. Maybe if the player has a single hit 'til they're dead, they can't take damage outside of combat? That takes away the punishment for needing to use the file instead of breaking free through methods that require some work before getting put in jail, but it also saves the Darlin' Deadeye from bleeding out because of a cut on her finger. Or maybe getting cut could make your aim or shooting speed a little worse, and you can heal it later down the line with the right items - or the negative effects could be over after the fight with the Redstar? This is a lot of time spent thinking about a pretty uncommon situation, sorry about that! Hopefully the ideas are at least interesting
 - THE DOWSER'S BIBLE GUY CAN GET SHOT IN YOUR DRESSING ROOM IF YOU STAND AROUND IN THE BIG TOP TOO LONG, THAT IS SICK!!! Kind of wish there was an in-game reward for that since it seems like a fairly rare find (perhaps the sheriff's flunkies dropped something while raiding your room?), but such a cool detail nonetheless!

If it isn't obvious yet, I already adore this game. The massive amount of time and care that's going into Dead Horizon is truly impressive from an outsider's perspective. I'm excited to see how it turns out. Hope my obsessive combing through this demo helped with fixing a few things!