

The image shows a menu screen for a game. The background is a vast, orange-hued desert landscape with rolling sand dunes under a clear, bright blue sky. The menu options are written in a clean, white, sans-serif font. Each option is preceded by a bold, white letter: 'S' for 'START GAME', 'L' for 'LOAD GAME', 'S' for 'SETTINGS', and 'C' for 'CREDITS'. The text is arranged in a vertical list on the left side of the frame, with the first option being the largest and most prominent.

START GAME
LOAD GAME
SETTINGS
CREDITS

■ DISPLAY

GAMEPLAY

△ AUDIO

▣ KEYBINDS

■ BACK (ESC)

DISPLAY

GAMEPLAY

△AUDIO

▣KEYBINDS

BACK (ESC)

DISPLAY

RESOLUTION 1920X1080 ▾

QUALITY HIGH ▾

▽SYNC OFF ▾

MOTION **B**LUR OFF ▾

△ADVANCED

DISPLAY

GAMEPLAY

ΔAUDIO

▣KEYBINDS

BACK (ESC)

ΔADVANCED

TEXTURE **Q**UALITY _____ MEDIUM _____ ✓

SHADOW **Q**UALITY _____ HIGH _____ ✓

ΔNTI-ΔLIASING _____ FXAA _____ ✓

REFLECTIONS _____ **S**IMPLE _____ ✓

BACK TO
DISPLAY (ESC)

■ DISPLAY

GAMEPLAY

△ AUDIO

▣ KEYBINDS

■ BACK (ESC)

GAMEPLAY

MOUSE
SENSITIVITY



50

GAMMA



75

■ DISPLAY

GAMEPLAY

△ AUDIO

▣ KEYBINDS

■ BACK (ESC)

△ AUDIO

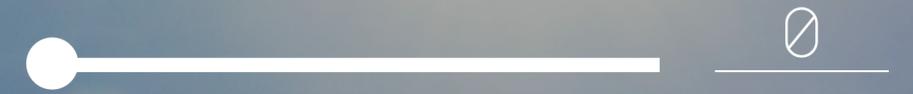
▣ MASTER



■ BGM



■ SFX



■ DISPLAY

GAMEPLAY

△ AUDIO

▣ KEYBINDS

■ BACK (ESC)

▣ KEYBINDS

FORWARD W

BACKWARD S

RIGHT D

LEFT A

INTERACT L CLICK

SPRINT L SHIFT

SQUINT R CLICK

T O D O : T H E G A M E

(C L I C K T O G O B A C K)

