

THE MANUAL

Getting Started

Minimum Requirements

Please ensure that your system meets or exceeds the following standards:

OS: 64-bit Windows 7 SP1/Windows 8.1

Processor: Intel® Core™ i5-4460, 2.70GHz or AMD FX™-6300 or better

Memory: 8 GB RAM

Graphics: GTX 660 or AMD Radeon™ R7 260x with 2GB Video RAM

DirectX: Version 11

Storage: 6 GB available space

Sound Card: DirectX Compatible

Additional Notes: * 32 bits systems are not supported.

Main Menu

New Game

To start new game press the button 'New Game' and then simply press 'Play'.

Note: If you start new game all of your previous game data (saves), will be lost!

Load Game

To load game simply press the button 'Continue' and that will bring you to the latest saved point.

Reset Game

To reset game data press 'New Game' and then simply press 'Play' and when the table appears press 'Ok' to reset all data and play the game from the beginning.

Exit Game

To exit game press the button 'Quit Game'.

Options

To change/view game options, press the button 'Options'.

General

Here you can change/view audio volume, crosshair and other things.

Graphics

Here you can change or disable/enable image effect, shadow quality and ect.

Controls

Here you can view game controls.

KEY	ACTION
Move forward	W
Move backward	S
Move left	A
Move right	D
Jump	Space
Toggle light	F
Show objectives/hints	TAB
View documents	R
Read thoughts	T
Pause game	ESC
Show inventory	I
Use	E
Toggle extra light in 'Night Vision'	L
Turn off/on HD in 'Night Vision'	H
Turn off/on 'Night Vision' effect	F1
Sprint	Shift
Action	Left mouse button

Playing the game

Basics

movement

To control your character in the game press 'W' to move forward, 'A' to move left, 'S' to move backwards and 'D' to move right.

To make the character jump press the button 'Space'.


Tips: Enemies

Tips on dealing with wolfs:

When encountered with wolfs, it is recommended to navigate around the scene slowly. If you hear the character breath, it means the enemy saw you and it is now sneaking quietly towards you. So when you're in that situation, find the nearest locker and hide till the enemy is gone. You can also kill these enemies. You won't take them with one stand as they do more damage than you, so it is recommended to take your time and fight with patience.

To be able to fight enemies you have to find an axe somewhere in the game.

Interaction

You can interact with objects in the game. To interact with an object you must get close to the chosen object and face it directly till you see this icon . Then the only thing you need to do is to hold the right mouse button to carry the object! You can also rotate the carrying object by holding the button 'C' and moving your mouse around the screen. To throw the carrying object press the button 'X'.

Night Vision Camera

- ❖ To use the night vision camera in the game press the button 'F'.
- ❖ To toggle extra light press the button 'L', while using your night vision camera.
- ❖ You can save battery life by turning off HD mode. To do that press the button 'H', while using your night vision camera.
- ❖ To turn off night vision effect press the button 'F1', while using your night vision camera.
- ❖ To reload the battery, open the inventory and press the button 'reload'.

Game Functions

- ❖ To pause the game press the button 'ESC'.
- ❖ To view objectives press the button 'O'.
- ❖ To view picked up notes and documents press the button 'R'.

- ❖ To read character thoughts press the button 'T'.
- ❖ To use the inventory press the button 'L'.

Saving

The game data saves automatically. Players location saves using checkpoints.

Inventory

- ❖ To use view inventory press 'I'.
- ❖ To select/deselect an item press once on the icon.

Health

- ❖ Players health restores automatically.
- ❖ Enemies health does not restore.

CREDITS

THE BLACKCLOTH GAMES

GAME CREATED BY: RUKAS SKIRKEVICIUS

GRAPHICS BY: RUKAS SKIRKEVICIUS

LEVEL SCRIPTING BY: RUKAS SKIRKEVICIUS

MUSIC BY: RUKAS SKIRKEVICIUS

PROGRAMMED BY: RUKAS SKIRKEVICIUS

WRITTEN BY: RUKAS SKIRKEVICIUS

SOUNDS BY: RUKAS SKIRKEVICIUS AND FREESOUND.ORG

SPECIAL THANKS TO ALL WHO PLAYED AND SUPPORTED THE GAME!

FOR MORE INFORMATION ABOUT THE GAME AND ON THE NEXT EPISODE:

WWW.BLACKCLOTHGAMES.COM/