

NEED A HINT?

Always check your car seat.

Teamster barns store mining equipment.

Ingots are made of processed ore.

Leave little Milo to rest in the dark.

Seek shelter in town when being hunted.

Books hold many answers.

The Priest was always chopping firewood.



FROM BRYON

PROLOGUE

Vade Mecum



Now Available On
STEAM®

REQUIREMENTS:

OS: Windows 7

OS: OS X 10.9

Processor: Celeron

Processor: Core 2 Duo

Memory: 4 GB RAM

Memory: 4 MB RAM

Graphics: Intel HD 400

Storage: 500 MB

Storage: 500 MB

OS: LINUX

Processor: Celeron

Memory: 4 MB RAM

Storage: 500 MB



Copyright 2018

CONTENTS

Controls 1

HOW TO PLAY

Interface 2

Action Window 3

Journal 3

Save/Load 3

Story 4

HINTS

Backcover

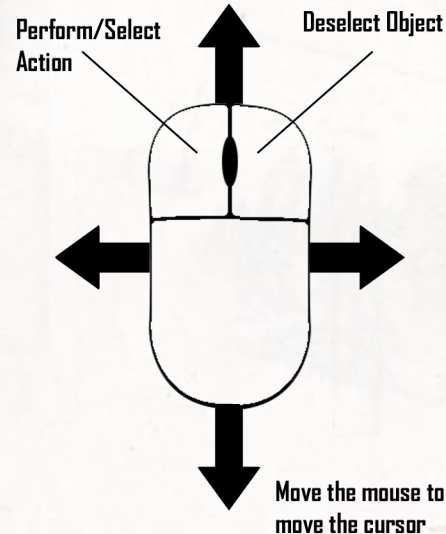
CONTROLS

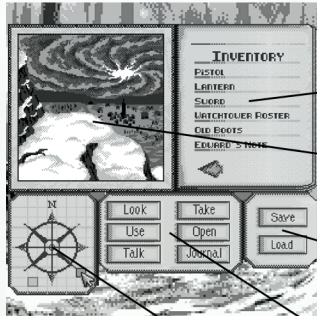
Move the Mouse - to move the cursor.

Left Click - to press a menu button, select an action, apply an action to an object or use an object with another object.

Right Click - to deselect an object that is currently being used.

Hit the ESC Key - to summon the Options Menu.





INTERFACE

Inventory Window - Lists all objects you have picked up.

View Window - Shows the surrounding environment, where you can apply an action or used object.

Save/Load Window - Pulls up the Save/Load menus allowing you to save or load a game state in one of the five available slots.

Action Window - Shows available action commands. Clicking an action command selects it.

Navigation Window - Shows the location the available exits to new scenes. Clicking on one of the boxes moves you to that scene.

Quit Button - Immediately quits the game.

ACTION WINDOW

Look - Describes an object or environment in the View Window.

Take - Player takes an object from the View Window into the Inventory.

Use - Allows the use of an object from the scene or your inventory.

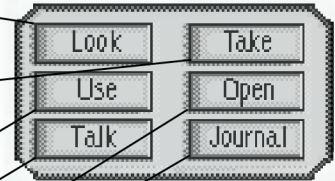
Talk - Allows you to talk to people and things.

Open - Allows you to open objects and doors.

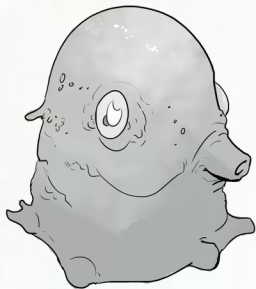
Journal - Pulls up the Journal Window.

JOURNAL

Journal Window arrows allow you to move chronologically through your log book, clicking the X seal closes it.



DELIGHT, I SUSPECT IT SHALL ABIDE IN MY NIGHTMARES FOR A WHILE YET. I BARE WITNESS TO SOMETHING I CANNOT EXPLAIN WITH THE SCIENCE I KNOW. IT WAS ETHEREAL.



Story

Deep within the recesses of the Bradford library Professor Crawford Tillinghast, Anthropologist, was immersed in archaic tomes and long neglected records searching for a specific line of scientific inquiry. His investigations eventually uncovered a thread for further scrutiny. The subject was a seldom mentioned and consistently obscured medieval village. From brief mentions in the ancient

tomes, he ascertained it was a place enlivened with the exchange of ideas. Populated with practitioners that experimented in the power of channeled thought. Descriptions of grand ceremonies, a bizarre temple, and interactions with unearthly beings filled the professor with both exuberance and trepidation. After further research and endless lambasting from his colleagues, he mounts a one-man expedition in the winter of 1910.

