

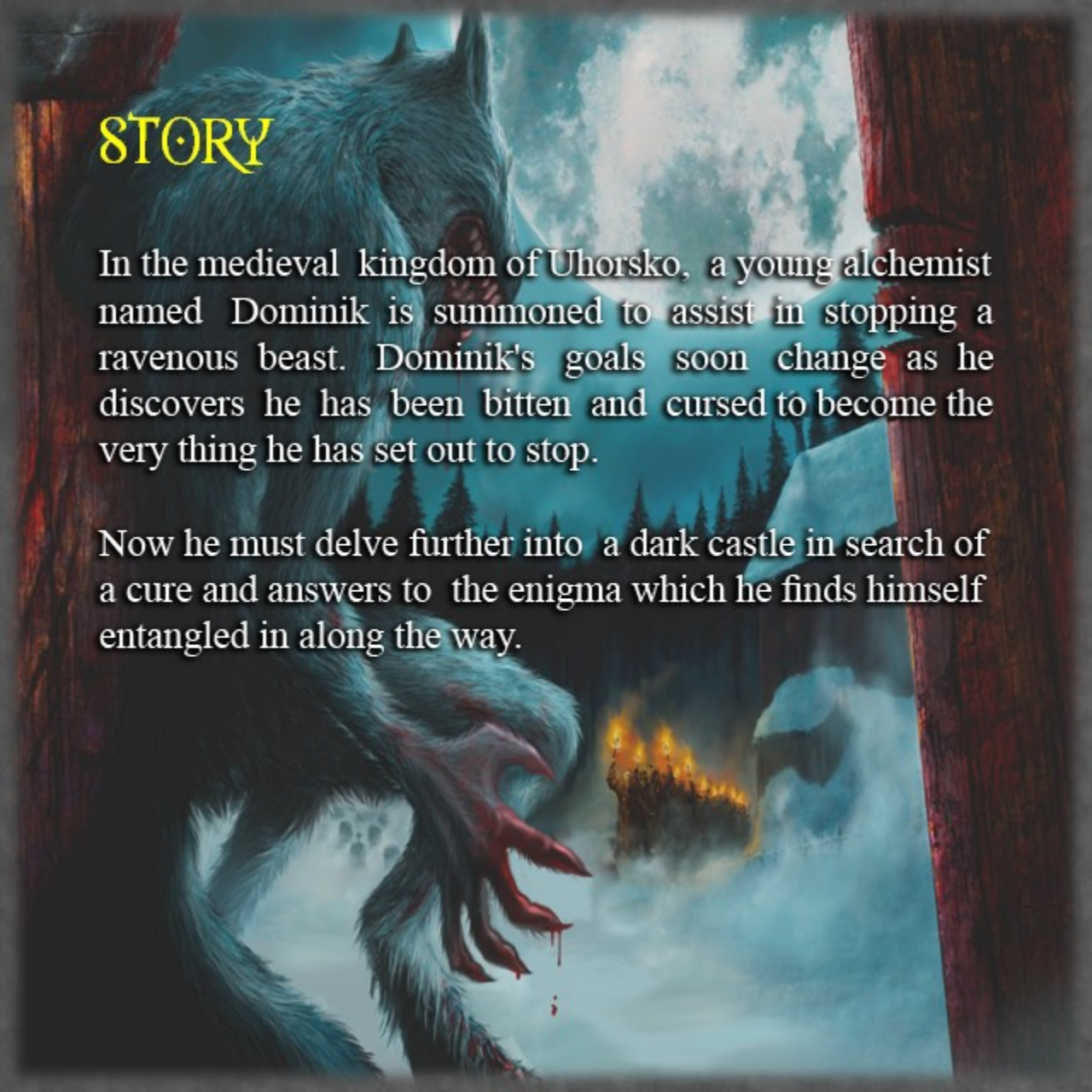
GUISE of the WOLF™



TABLE OF CONTENTS

STORY	1
CHARACTERS	2
CONTROLS	3
MAPS	5
INVENTORY	6
SAVING	7
OPTIONS MENU	8
BOOKS / LETTERS	8
ITEMS / INGREDIENTS	9
POTION MIXING	9
DIALOGUE / CHOICES	10
SWITCHES / PUZZLES	11
STEALING / LOCKPICKING	12
BEACONS	14

AURA POOLS (TRANSFORMING)	14
ATTACKING	15
DOORS AND BARRIERS	16
TRAPS	16
ESCAPING THE WOLF	17
TECHNICAL SPECIFICATIONS	18
NEEDED CODEC	19
CREDITS	20



STORY

In the medieval kingdom of Uhorsko, a young alchemist named Dominik is summoned to assist in stopping a ravenous beast. Dominik's goals soon change as he discovers he has been bitten and cursed to become the very thing he has set out to stop.

Now he must delve further into a dark castle in search of a cure and answers to the enigma which he finds himself entangled in along the way.

CHARACTERS

Dominik

A young, yet renown alchemist who has been summoned to help in stopping a ravenous beast.

Artemis

The noble count of the castle Lietovisko, who's kingdom has fallen under a curse.

Isabel

A Maiden who has tended to your wounds. As the daughter of the count, she might know a lot about what is happening in the castle.

Filch

A prisoner in the castle. It is unknown what led to his imprisonment. Is he simply an old beggar who has lost his mind in the dungeon, or is there something more to his story?

CONTROLS

KEYBOARD

WASD Keys:	Walk
Shift:	Run
Space:	Jump
Ctrl:	Crouch
Mouse Movement:	Camera
Left mouse:	Interact / Attack
Right Mouse:	Cancel Item (unequip)

Shift + WSAD + Left Mouse: Wolf Fierce Attack

Esc:	Skip dialogue
I:	Inventory
M:	Map
F5:	Toggle Windowed / Fullscreen mode

JOYPAD

Left thumb stick: Walk

Right shoulder button: Run

A button: Jump

B button: Crouch

Right thumb stick: Camera

X button: Interact / Attack / Skip Dialogue

Y button: Cancel Item (unequip)

Right shoulder button + forward + X button: Wolf
Fierce attack

Select: Inventory

Start: Map

MAPS

You can access the map during the game by pressing the start button/M. The map shows your current location within the castle.



Note: The current area you are in is highlighted in blue.

INVENTORY

You can access your inventory when playing by pressing Select/I. From there, you can read your journal, equip/unequip items, access the options menu, load or quit the game.



SAVING

Saving is automatic and is indicated by the feather icon on the screen.



OPTIONS MENU

You can access the options menu from the inventory screen. Here you can adjust the volume or switch the language.

BOOKS / LETTERS

During your journey you will stumble upon interesting books or letters.

All of the story important books and letters will be added to your inventory once you collect them. You can read them any time again in your inventory.



ITEMS / INGREDIENTS

In order to create a potion, you have to collect certain ingredients first. They are all scattered around castle so search closely for items which you may pick up.



Note: Some items might be found inside cupboards / wardrobes.

POTION MIXING

As an alchemist, you can make several kinds of potions. First, you need a list with the ingredients.



Once you gather all the ingredients and have access to the

kitchen area, you can start brewing potions in the cauldron. Make sure you stir the cauldron after each ingredient is added.

Note: You can make a new potion only if you have an empty vial.

DIALOGUE / CHOICES



When talking to certain NPCs (Non-playable characters), you will be given a set of questions you can ask. the responses will differ accordingly as to what you choose. Bear in mind, that you can only choose one option out of the two.

Note: You can skip the current dialogue by pressing Esc key / X.

8SWITCHES/PUZZLES



The castle is vast and you need to solve puzzles in order to advance further.

You can operate switches or levers by simply left clicking.

Note: If a switch or an item is operable, you will see a "hand icon" over it.

STEALING / LOCKPICKING



Throughout the castle you will find chests in certain places. Each chest contains various amount of gold you can obtain from it. To successfully open a lock on the chest, you have to align the gap of all four metal rings

facing to the right. You can rotate the metal rings by pressing the switches beneath the lock near the bottom of the screen.

Note: Some switches rotate more than one ring at a time.

In order to proceed, you have to steal gold or keys from guards, attacking those guards is not a good idea.



BEACONS

The castle has many secrets and the beacons are one of them. These mysterious edifices are scattered across the castle grounds and when touched, emanate certain energy. Their purpose is unknown. Maybe there is a way to interact with them somehow...



AURA POOLS (TRANSFORMING)



After Dominik is able to control his werewolf form, he can transform any time by standing in a pool of moon light. Each transformation lasts for about thirty seconds and can be prolonged by killing humans, breaking stone beacons or standing in these pools of light.

ATTACKING

You can attack castle inhabitants as the wolf by left clicking/X. You can do a lunge attack when sprinting as a wolf.



DOORS AND BARRIERS



Most regular doors can be opened just by left clicking/x but some doors require key or are blocked from the other side.

Certain barriers made out of wood are initially impassable, unless you have means of breaking them. In order to unlock normal sized wooden barriers,

you need to use the axe to break the latch. Larger wooden barriers and iron gates require more strength and must be impacted with a lunge attack.

TRAPS

When exploring the castle, you have to be wary of the

various kinds of traps. Stay away from the bear traps and duck under the overhead traps.



ESCAPING THE WOLF



In certain parts of the game you will be attacked by the werewolf and you will be given a small window of opportunity to escape or hide.

In this case you have to run and find a way to hide or block the wolf's path. If you fail, you will have to repeat this process again.

TECHNICAL SPECIFICATIONS

Supported OS:	Windows XP / Vista / 7 / 8
Processor:	1.8 GHz minimum, 2.4 GHz or higher recommended
RAM:	1 GB minimum, 2 GB recommended
Graphics Card:	DirectX 9.0 or higher, pixel shader 2.0 or higher
Sound Card:	DirectX 9.0 or higher
Hard Drive Space:	2 GB minimum
Controls:	Windows compatible keyboard & mouse / Xbox360 controller with vibration function

NEEDED CODEC

Ogg Vorbis DirectShow codec needed!

If you experience any audio issues (you do not hear the music or dialogue), then your PC needs Ogg Vorbis DirectShow codec for Windows.

For playing .ogg files, an installer for Ogg Vorbis DirectShow codec (**OggDS0995.exe**) is included in the game DVD.

This Ogg Vorbis DirectShow codec was created by Tobias Waldvogel and can be freely used and distributed for private and commercial purposes.

CREDITS

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