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www.redteargames.com

Thank you for downloading the EARLY DEMO of "OPHELIA'S CHAPTER - THE KEYS TO THE WHITE PILLAR SERIES®"! [v.1.3]

▋INSTALLATION

Just download the ZIP file for your Operating System (Win32/64, Mac_Intel/Apple) and extract the files to any desired location on your Computer. The Game does not feature any installers so you'll be able to run it right from that location.

   ▋Windows: Once extracted, open the main folder and run "Ophelia's Chapter alpha demo.exe".
   ▋Mac OSX: Just extract and run the single file App.

▋HELP + TROUBLESHOOTING

Game should run ok even on old computers, but IF the game lags or hangs while playing cinematics, we recommend going to the SETTINGS MENU (either go to "Settings" from the MAIN MENU or press ESC Key while game is playing and go to "Settings") and then choose "CINEMATICS QUALITY: LOW". That uses smaller videos and then improves the performance. You can change that back anytime.

If the character walks a bit slow and you have trouble dealing with anxiety :V, you can double left-click to make walking speed faster.

You can now choose in the Settings Menu if you want dialogues to auto-advance or to remain forever until you skip them with right-click.

Any other issues you might encounter, please write to: support@redteargames.com, we'll try to reply as soon as possible.

▌FAQs

- WHERE'S THE LINUX VERSION ?
   Send us an email to support@redteargames.com asking for the Linux Version telling us your basic distro/version/specs and we'll send you a download link!

- WILL THE GAME FEATURE OTHER LANGUAGES BESIDES ENGLISH, GERMAN AND SPANISH (LATIN AMERICA) ?
   YES! This is a very early release, but in the near future we're planning on adding French, Spanish (Spain), Italian and other languages as well.

- WILL THE GAME BE RELEASED FOR MOBILE/CONSOLES ?
   After the Full Game launches for PC/Mac/Linux, we'll start adapting it for mobile (Android/iOS) and Playstation/Other Consoles (to-be-defined).

- HOW LONG WILL I HAVE TO WAIT FOR THE FULL GAME ?
   A year and a half if things go well for us :)

- ARE YOU PLANNING ON MAKING MORE GAMES AFTER THIS ONE ?
   ABSOLUTELY!!! Glad you asked, since Ophelia's Chapter acts as a "Standalone Prologue" of a larger game series that takes place in a vast, amazing universe.

- WHAT IS THE KEY TO HAPPINESS ?
   Put focus on what you have, don't give it for granted, enjoy every day like the true present it is. If life still sucks, you've got us and our games to play.

▌CHANGELOG

Versión 1.3 (current)

- German Language (Deutsch) added.
- Corrected British English language (original language). Thanks to Katie Aitken!! <info@voiceoverkatie.com>
- Added option for dialogues to advance automatically or with right-click.
- Several bugfixes and general improvements.
- The lamp standing on the floor now has its missing power cable :V
- Fixing cinematics flashing on load (we hope it's fixed now, we'll need your testing and issue reporting! Thank you for that).

Version 1.2.1

- Added a variation of the "Main Menu" music that actually loops.

- Improved the quality of the logo intro videos.

Version 1.2

- ADDED SPANISH (LATIN AMERICA) LOCALIZATION (¡Genial! ¡Viva! ^__^).
- Massive code and design refactor for multi-language implementation.
- Big performance optimization, now all audio (music and ambiences) are loaded progressively.
- Updated "Close X" cursor for "[X]" when closing the Journal.
- Added "hover" cursor on menu buttons.
- Added a few new hotspots.
- Feature: Savegames have screenshots now.
- Fixed: Menus not turning off in some cases.
- Added support for subtitles in cinematics, displaying different languages.
- Added option confirmation before leaving the apartment.
- Added pagination to inventory/ingredients grids.
- New hint added if you leave the phone waiting for a few minutes.
- Fixed: Diary pages offset when adding a new page.
- Added custom feedback text on unhandled item combinations (there's several for you to try!).
- Fixed: Some dialogues were overlapping.
- New music added in the "Hall of Skins" scene.
- Added new Relic "Holland's Card with Moth Stain".
- Fixed: Character "jumping" when clicking the same hotspot multiple times.
- Fixed: All animation transitions now run smoothly.
- Fixed: Some animations had extra frames and/or slightly different body positioning on certain loops.
- Fixed: Prevent Pause/Save while examining Relics.
- Added "fade in" camera effect when coming back from Relic Close-ups.
- Fixed: When coming back from a Relic, an annoying "page turn" sound was being triggered.

Version 1.1

- Fixed: Pause Menu not working in the ending scene.
- Improved: Now you can't add Inventory "Items" on the Brewing Ingredients slots (reserved just for ingredients, btw).
- Fixed: "Pressing Space Bar to Skip Cinematic" not working on Broken Music Box Close Up Scene.

Version 1.0:

- Initial Release.

◼ KNOWN ISSUES

- There's a very obscure bug causing that, once in a million times, when you're grabbing the Chest, Ouija and Cauldron from the bookshelf, they will not appear in the inventory, therefore you won't be able to solve the puzzle required to move on to the next stage. We only saw it twice even though we tested about 500 times. That makes it very difficult for us to reproduce and diagnose what makes it happen. If you stumble upon this, just restart the game and most probably you won't ever meet that error again. ¯_(ツ)_/¯

◼ LEGAL NOTICE

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.:: Made with Adventure Creator by Chris Burton, ICEBOX STUDIOS ::.


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