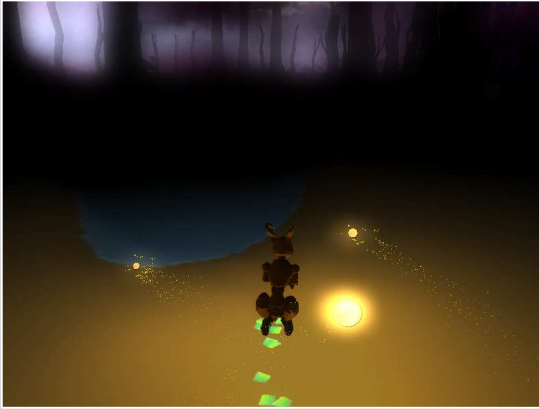


Will 'o' Wisp



Story

In the dust of long bygone races, there are legends about a very special sort of creature that lived on the heath. The stories tell about a hare, but not like any ordinary hare you and I have ever seen. The creature looked like a tree shaped like an hare. The so called treehares lived near a swamp.

Every treehare, from young to old, knew that the swamp was not a place to go for vacation, or even for a small hike. There was a great evil stirring in the depths of the swamp. And so it happened that one day an unfortunate young one followed a light in the deep depths of the swamp. The light appeared to be getting farther and farther away, but after a while it stopped moving. The curious hare caught up to light and in an instant a great dome of light appeared around him. From the nothingness of the swamp appeared a mix of beautiful sounds and colours. It was nothing like the hare had ever seen.

In this moment of bliss, another treehare saw the light and rescued the little one from the swamp. In his innocence, the young hare didn't understand that the swamp was a dangerous place. Old hare legends tell about will 'o' wisps that persuade hares to follow it. The ones that left never returned, only to be seen again as hideous creatures that could only care about small balls of pure light.

In the years to come, the little hare grew mature, but still he couldn't forget about the experience in the swamp. One day he just headed to the nearest light. This is where our story begins...

Installing and starting up

Installing is not that hard, just run setup.exe found on the game disc. The setup ensures all the required components to run the game are installed. After that the game itself is installed.

To run the game there are two possibilities:

1. Go to the start menu. Choose "All programs". After that, search for the map "TU Delft". In that map, click "Will o' Wisp".
2. On the desktop there's a shortcut called "Will o' Wisp". Just click that shortcut to execute the game.

Recommended configuration

Processor: Intel 2.0 Ghz processor or similar model

Memory: 512 MB RAM

Hard Drive: 200 MB Disk space

Video: 256 MB Video card with DirectX 9.0c support.

Uninstalling the game

Are you really, really sure? There's no way back..

1. Go to "Control Panel"
2. Go to "Add or remove programs"
3. Select "Will_O_Wisp" and press remove.

Menu navigation



The menu is located deep in the swamp, so it's not the brightest and shiniest place one could imagine. If you move your mouse, the lights will follow and help you navigate. Click a button to trigger the action that is written on the button.

New Game: Start a new game.

Achievements: Show the achievements you have managed to acquire.

Controls: Click this options to see the buttons you need to control your character.

Credits: Show the credits.

Quit: Exit the game.

Starting the game

To start the game, first go to Main menu. If you press "Enter" you can skip the intro before the menu. To start playing, press "New Game". An intro video is shown. You can also skip this video with "Enter".



To navigate around, use the *W*, *A*, *S*, *D* buttons or use the arrow keys. Your goal is to collect a big shiny light to achieve ultimate bliss. The light is hidden deep within the swamp. You are not the only light-addict in these surroundings. There are also bats you need to watch out for.



To make it even worse, the terrain is not safe either. Try to avoid the waters. If you fall in them, you will first lose your lights. If you lost all your lights and you're still in the swamp, the hare will sink and the game will be over. If you stop moving, the trees will attack you. So it's best to always move around.

Finally not all lights can be trusted. Some will move away and disappear in front of your eyes. Their goal is to lure you to dangerous places. If the light makes a sound that is just a bit off, you better avoid it...

Rewards

To make this beautiful game even more interesting, there are also rewards that the player can earn. The following rewards can be earned:

Gone Home

Complete the game

Follow the Lights

Collect all lights available in one game.

Don't follow the lights

Get lured into the swamp by a *Will-o'-Wisp*

Shivers

Experience all symptoms of withdrawal

Bliss

Experience all symptoms of euphoria

