

Welcome to the Island of Elansar !

Will you uncover its mysteries ?

The premise of the game is to explore the island and solve puzzles.  
You can move from one location to another, and turn around yourself.

Sometimes you will have to take a closer look to inspect a place.  
You can collect items in your inventory, and use one object on another.

Starting the Game:

Double click on the "Elansar" application.

Your progress through the game is automatically saved.

If you want to erase your progress, delete the "save.bin" file from the "Elansar" folder.

In Game Instructions:

You control the game using the mouse.

When you move the cursor, its appearance shape will change depending on the actions possible.

You can:

- Go forwards
- Go backwards (at the bottom of the screen)
- Turn left / right (on the sides of the screen)
- Take an object
- Use something

Use the left mouse button to perform an action.

Use the right mouse button to open or close the object inventory screen.

In the inventory screen, when you move over an object its description will appear at the

bottom of the screen. Use the left mouse button to take this object and use it in the game.

To exit the game, use the button at the top right in the inventory screen.

On recent Mac OS X version, Elansar will not start.

So try this workaround:

Right click on the Elansar.app file and select: Show package Contents.

Go in the directory "Contents/Frameworks" of the package and copy the folder "SDL.framework" inside your root system Framework directory: "/Library/Frameworks/"

You might be prompted for the admin password.

Now Elansar should work on your Mac.

Note to non english system: The "Library" folder might be named in your language, example "Bibliothèques" for French system.

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