

>>>>>**THE EMPTY INN**<<<<<

PLEASE NOTE: BEFORE YOU ATTEMPT TO PLAY THE EMPTY INN, PLEASE RUN THE FILE "dxwebsetup.EXE"

Thank you for playing The Empty Inn and supporting Candlelight Studios!

>>>OVERVIEW<<<

The Empty Inn is a 2D horror game, with 8-bit, NES-style pixel art and puzzle-exploration gameplay. With only a small lamp in hand, the player is required to solve puzzles and explore the vacant inn, ensuring they keep their lamp lit along the way. If your light goes out then the monster will show its face...and I'm not just talking about the monster who's watching you.

>>>CONTROLS<<<

(These are the default controls)

>IN-GAME<

W – Forward

S – Back

A – Left

D – Right

Left Click - Select/Pick-up objects

ESC - Hold down the ESC key to quit the game

(PLEASE NOTE: The Left Click and Esc keys cannot be rebound, however the character movement keys can be rebound in-game)

>MENU<

W - Move up

D - Move down

Left Click - Select/Next Entry

Right Click - Previous Entry

ESC - Go back to main menu

>>>GAMEPLAY & TIPS<<<

>GAMEPLAY<

In The Empty Inn your character only has one object: a lamp. The lamp's light will slowly decay over time, reducing your vision. In order to replenish your character's lamp you need to pick up matches. If your light gets to zero, then you'd had better start running. Don't worry though, if you pick up some matches, the monster will disappear... for the moment.

>TIPS<

- Search everywhere!
- Use the big crystal to save (if you don't save your progress will be lost if you die or quit).
- If your lamp is full then leave matches dotted around for later, when you may need them.

>SECRET ENDING<

In order to unlock the secret ending for The Empty Inn you need to do the following:

- 1) Play on EXTREME Mode.
- 2) Whilst in EXTREME Mode, collect all of the purple orbs.
- 3) After collecting all of the purple orbs, a portal will appear. Entering the portal (by going up to it and left-clicking) will take you to the secret ending.

>SECRET ENDING - TIPS<

- There's a save crystal hidden in the corner of the first room you arrive in. Use it to save!
- Should you have problems solving certain puzzles be sure to look around everywhere, even behind you.

>>>GRAPHICS<<<**>SCREEN RESOLUTION<**

Please note: The Empty Inn's runs at a 16:9 resolution. If you run the game at a different resolution from 16:9, then The Empty Inn will put black bars at the top and bottom of the game and retain a 16:9 resolution. This is to ensure the game runs smoothly.

>>>PATCHES<<<**>28/07/2015<****ADDED**

-A secret ending for The Empty Inn - A whole new gameplay area which adds additional story elements

- STEAM INTEGRATION - Steam Achievements
- STEAM INTEGRATION - Steam Trading Cards
- STEAM INTEGRATION - Steam Avatars
- STEAM INTEGRATION - Steam Badges
- STEAM INTEGRATION - Steam Backgrounds

FIXED

- Enemy ghost teleporting sound bug
- Enemy ghost has been reprogrammed, fixing bugs and giving it better AI
- Saving has been changed, fixing bugs
- Small audio bugs and graphical glitches

CHANGES

- Players now only have access to one save file. To save, all you need to do is go up to the blue crystal and left click
- The enemy ghost now spawns slightly further away from the player
- Can now press the ESC key inside sub-menus to go back to other main menu

>20/05/2015<

ADDED

- Hard mode & EXTREME mode (Hard mode - Light runs out faster, EXTREME mode - light runs out even faster & matches randomised)

FIXED

- Cutscene light decrease bug
- Chest-not-opening bug
- Evil-ghost spawning to close bug
- Evil-ghost now changes angle when it teleports
- Audio constantly ticking bug
- On-save, more evil-ghosts spawn bug
- Wall puzzle bug

>>>THANKS FOR PLAYING<<<

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