House of Caravan



MANUAL

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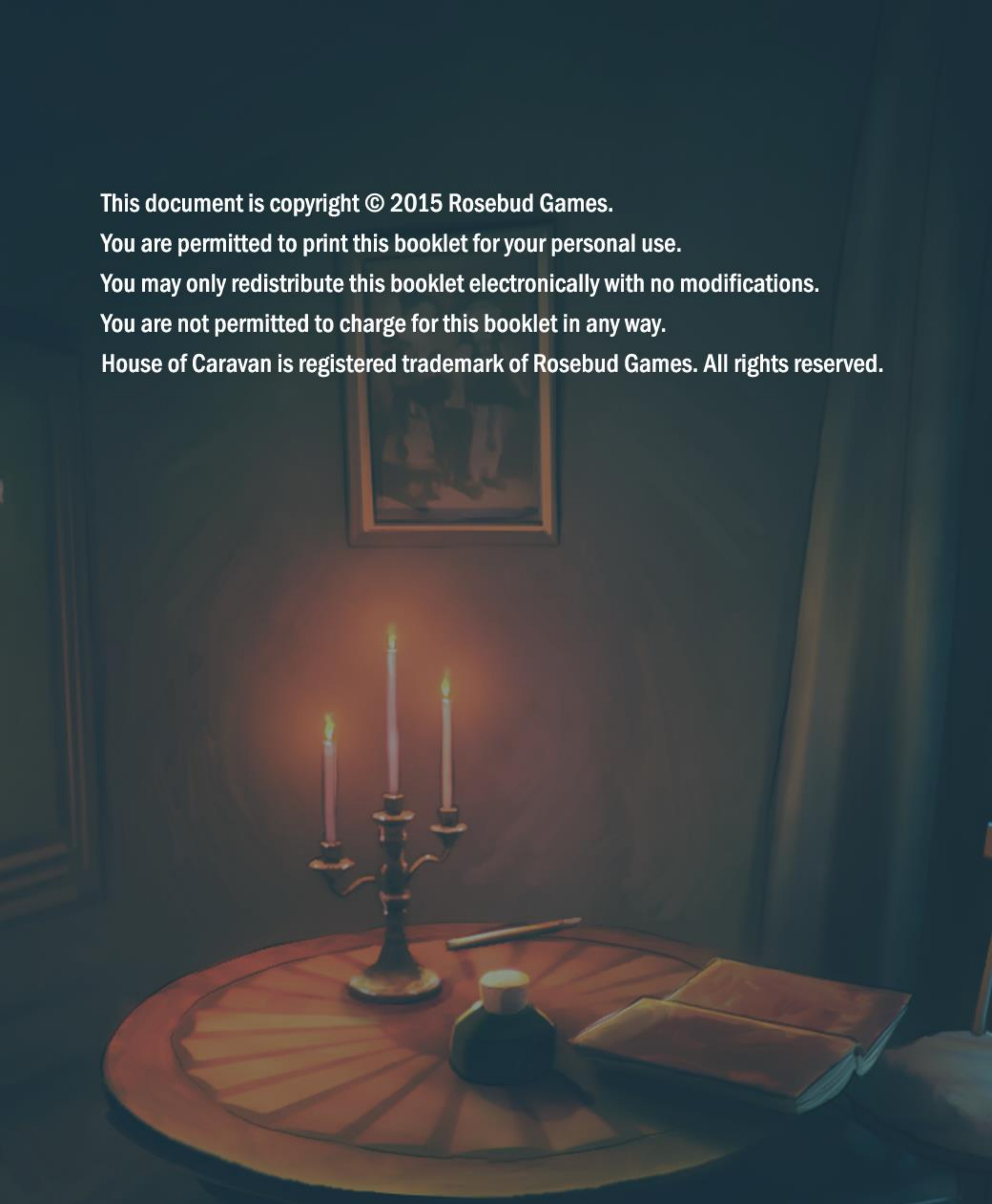

INDEX

INTRODUCTION 4
SYSTEM REQUIEREMENTS 5-6
WELCOME TO HOUSE OF CARAVAN 7
COMMANDS KEYBOARD. 8
PLAYING HOUSE OF CARAVAN 9
TROUBLESHOOTING 10
END-USER LICENSE AGREEMENT (EULA) 11-13

INTRODUCTION

The purpose of this game manual is to bring together information that is useful to have on-hand while playing the game, and present it in a manner that makes it quick and easy to find and use.

House of Caravan is an experience that is truly intense.

We recommend exploring the mansion at your own leisure to see exactly what it has to offer. We also recommend finding all the letters scattered around the mansion, as a lot of the enjoyment from the game comes directly from the story that is being told.

The sound and the visuals are atmospheric so we recommend to pump up the volume and to use a headset. For a better immersive experience, we recommend to play it with Oculus Rift.

SYSTEM REQUIREMENTS

Any graphic card with at least 512MB of VRAM should be enough to enjoy the game, so most of ATI and NVIDIA cards should be good enough. So in order to keep a fluent frame rate in lower spec machines we recommend setting the game settings to fast framerate and low graphics.

The minimum system requirements are:

WINDOWS
OS: WindowsXP SP2 or higher
Processor: Quad core 2.4GHz
Memory: 3072 MB RAM
Graphics: Video card with 512MB of VRAM
DirectX: Version 9.0c
Hard Drive: 1 GB available space

MAC OS X
OS: MAC OS X v10.6 Snow Leopard or higher
Processor: Quad core 2.4GHz
Memory: 3072 MB RAM
Graphics: Video card with 512MB of VRAM
Hard Drive: 1 GB available space

LINUX
OS: glibc 2.11 or newer
Processor: Quad core 2.4GHz
Memory: 3072 MB RAM
Graphics: Video card with 512MB of VRAM
Hard Drive: 1 GB available space

The recommended system requirements are:

WINDOWS

OS: Windows 7 or higher

Processor: Quad core 3.2GHz

Memory: 4096 MB RAM

Graphics: Video card with 1024MB of VRAM

DirectX: Version 9.0c

Hard Drive: 1 GB available space

WELCOME TO HOUSE OF CARAVAN

There are no monsters or blood in this game, but indeed is a spine-tingling horror adventure. House of Caravan takes place in a single mansion in Candlewood, northeast USA, in the early 20th Century.

Stepping into the role of a young boy captured by strangers on his way back from school, you'll be tasked with exploring the house, uncovering clues as to your kidnapping, while attempting to find a way out.

But in this apparently deserted mansion, something doesn't feel quite right...

Will you escape?

COMMANDS KEYBOARD

A variety of control inputs are available. The ones listed below are the default control scheme:

- WASD – Movement
- Shift – Sprint
- Tab – Inventory
- Space – Jump
- F – Flashlight
- Left Mouse – Interact
- Right Mouse – Throw Object
- Left Mouse – Drop Object
- R – Rotate Object
- Right Mouse – Use from Inventory

All controls can be changed in run time by activating the menu pressing the “Esc” key.

PLAYING HOUSE OF CARAVAN

Use the movement keys to explore the mansion. Also sometimes crouching can be useful in order to find certain objects. To grab or interact with any object just use the “Interact” key.

The mansion is mostly dark but there are several things you can do to bring light to the mansion. Use the Flashlight to illuminate your environment. Flashlight battery can be filled with batteries through the inventory. If you feel your screen is so dark that is difficult to play the game, use the Brightness settings to adjust the brightness.

Some lamps can be turned on and off, and most of light sources can be ignited with matchboxes that you can find scattered around the mansion. Simply use the interact button to ignite any light source.

Most of the mansion’s objects are interactive. Some are useful objects that you can keep in your inventory and can be used later to force locked objects like chests or doors. To use an inventory object just press the “Use Inventory” key when facing an interactive object and the selected inventory object will be shown on screen and then use the “Interact” key. Next inventory objects can be iterated with the Right Mouse button.

When holding an object, you can rotate it to explore the object, drop it or throw it. Some objects are fully breakable when thrown.

We recommend paying special attention to the letters scattered around the house. These have full voice over and are really important to understand the story that is being told. Any letter can be reached any time through the inventory.

Finally, there are several puzzles that need to be solved with an easy interaction, in order to proceed and to complete the game.

TROUBLESHOOTING

If you're experiencing problems with the game, please go to the dedicated platform Technical Support discussion and post there. We are monitoring those forums for problems and posting what solutions we provide.

Before reporting any problem, please make sure you have installed the last DirectX drivers from Microsoft if you are running the game on PC Windows, and also make sure to have the last available driver for your graphic card.

Also disabling any running antivirus may help to solve other problems not related directly with the game.

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