

**GAME MANUAL**

# RAVENMARK

## SCOURGE OF ESTELLION



Witching  
Hour  
Studios

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# 1. INTRODUCTION

Test your mettle in the battles of *Ravenmark: Scourge of Estellion*, as upheaval and chaos descend upon the ancient Empire of the Raven.

In the world of Eclisse, the ruling Empire of Estellion is besieged by a scourge of embittered zealots from the swamp nation of Kaysan, erased from history by the Empire's hubris. As the Empire struggles against nigh-endless invaders and ruthless political machinations, its heroes must fight to restore the banners of the raven... Or fall to the Scourge.

*Ravenmark: Scourge of Estellion* is a turn-based wargame, where strategic troop placement is essential to succeed. Battles employ a dynamic "we-go" system where the actions of allies and enemies unfold in a simultaneous battle phase, which calls for careful planning and consideration before player actions are locked in.

## 2. SYSTEM REQUIREMENTS

### 2.1. MINIMUM SYSTEM REQUIREMENTS

**OS:** Windows XP or newer

**Processor:** 1 GHz

**RAM:** 1 GB

**Video Card:** OpenGL 1.5 compatible

**Sound Card:** Windows compatible

**CD-ROM:** DVD-ROM 8x for physical disc copies

**Hard Drive:** 700 MB of free space

**DirectX Version:** Not applicable



## 2.2. RECOMMENDED SYSTEM SPECIFICATIONS

**OS:** Windows 7 or newer

**Processor:** 2 GHz

**RAM:** 2 GB

## 2.3. INSTALLING THE GAME

Please ensure your system meets the minimum requirements listed below. To install the game, either double click on the installation file you downloaded or insert the Ravenmark: Scourge of Estellion DVD into your DVD-ROM drive. If you have disabled the autorun function on your DVD-ROM or if you are installing from a digital download, double-click on the installation archive file, then double click on the file that is shown inside the archive. Follow all on-screen prompts to complete installation.

If you have redeemed a Steam key or purchased via Steam, you may also launch the game on Steam.

## 2.4. UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the Windows Control Panel or the Uninstall shortcut in the games Windows START menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

## 2.5. PRODUCT UPDATES

In order to maintain our product excellence, Slitherine Games releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website and can also be downloaded quickly and easily by



clicking on the "Update" link in your Game Menu or by using the "Update Game" shortcut in your Windows START menu folder for the game. If you have the Steam version, Steam will update it according to your settings.

## 2.6. GAME FORUMS

Our forums are one of the best things about Slitherine Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to <http://www.slitherine.com> and click on the Forums hyperlink.

## 2.7. NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has FAQs as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to <http://www.matrixgames.com/helpdesk>

# 3. STARTING THE GAME

## 3.1. TITLE SCREEN

When you first load *Ravenmark: Scourge of Estellion* and enter the Title Screen, you will be presented with the following options.





**New Game / Continue** - Begin the storyline campaign, or choose from a list of save points to continue from.

**Campaigns** - Browse through the various campaigns across the main storyline. Revisit any mission that you have previously completed and continue the storyline campaign from that point.

**Codex** - Browse through the richly detailed lore of Eclisse, the world in which the battles of *Ravenmark* take place.

**Atlas** - View the world map of Eclisse, and observe the various holdings controlled by the Empire of Estellion, its allies and enemies.

**Exit** - Quit the game and return to your desktop.

**Feedback** - on the bottom right - Send feedback directly to the developers at Witching Hour Studios concerning bug-related issues with the game or other rants and raves.

**Options** (indicated by the gear icon at the bottom right) - Adjust various settings such as music and sound effects volume and battle playback speed.



**Steam overlay (indicated by the Steam icon)** - Access the Steam overlay to view achievements and trading cards.

**Witching Hour Account (indicated by the hourglass logo)**  
- Register an account with the Witching Hour developers to unlock benefits in other games made by the developer.

## 3.2. CONTINUING THE GAME

*Ravenmark* regularly saves your game automatically at certain points, such as the start of every Round on the battlefield, or at the beginning of every dialogue cutscene. You may also manually save your battlefield progress on the current mission at any time by opening the Home Menu and using the Save feature.



When you click the Continue button, a prompt to Load Game appears, showing up to 6 different saved game slots that are available. The first slot will always be the most recent auto-saved point that the player last accessed. The other 5 different slots will contain save data from instances where a manual save was performed.



### 3.3. CAMPAIGN MENU

Should you wish to replay a mission that you have previously completed, the Campaign Menu offers easy access to any chapter you may desire, sorted by the various story campaigns.



Each chapter of the campaign and its accompanying battle is marked in the order experienced by the player. A chapter may often open with a dialogue cutscene, before taking the player into the battlefield mission.

If the player has viewed a dialogue cutscene available after the battlefield mission, a separate entry will become available in the Campaign Menu, underneath that particular chapter in which it was seen. Clicking on this entry will allow you to view the cutscene again and continue the game from that point.



## 3.4. OPTIONS MENU



From this menu, standard options for a desktop game are available for adjustment, such as the screen resolution of the game, windowed or fullscreen mode, audio levels, and mouse preferences.

Players may also adjust the playback speed of the Battle Phase during battlefield missions, as well as choose between Normal or Easy modes. (More on the Difficulty Setting in section 6.4.)

## 3.5. THE CODEX & ATLAS

The Codex is home to a vast wealth of illustrious lore about the world of Eclisse where *Ravenmark* takes place in. Thought to be written and recorded by industrious scholars from the nation of Esotre, every entry of the Codex offers insight into a particular facet of Eclisse's cultures, peoples, history and more.

The entries of the Codex are categorised into four major categories, concerning Elements, Characters, Lore and Events.



Each major category is subdivided according to the various nations (or factions) found in this world.

**Element** entries describe the nature of the units being fielded in the ferocious battles of the game. You will be privy to the technical statistics of that Element, as well as its special abilities, and most of all, the backstory of this Element and how it came to be.

**Character** entries offer a deeper dive into the nature of the protagonists and antagonists of the story campaigns, even if these characters do not enter the battlefields themselves. For those characters that are attached to units in battle, the Codex entry also provides descriptions of their special abilities.

**Lore** entries provide an enlightening leap through the greater history of Estellion, with some information dating back beyond the formation of the great Empire of Estellion. One keen to learn will find much about the nations of forgotten Kaysan, the feral Lyri, and many more minor nations and factions.



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**Event** entries provide a recap for the current events of *Ravenmark: Scourge of Estellion* as they unfold. If you forget what happened in a particular chapter, its Event entry will provide a summary.



The Atlas reveals the chartered territories known to the scholars and explorers across Eclisse. Those truly keen to know their place in the world may study this map carefully. Prior to every campaign chapter, the map is often used to chart the course of an army's march before it proceeds to a battlefield mission.

## 4. ON THE BATTLEFIELD

### 4.1. USER INTERFACE

The battles of *Ravenmark: Scourge of Estellion* are treacherous, but commanding your armies is a straightforward affair after learning some essential points. Every battle pits

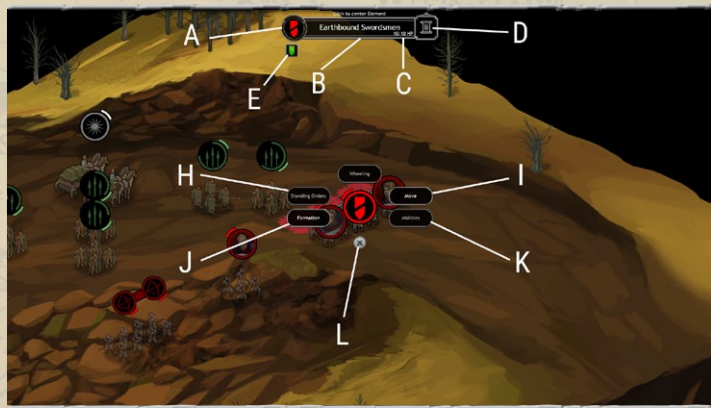
you with a new situation where you must employ tactical finesse with a given set of units to achieve specific objectives against the odds.



Standard battlefield interface:

1. **START button** - Commences the Battle Phase when player is satisfied with the commands given to their army this Round.
2. **Command Stack** - Provides easy access to the Elements that have already been given commands this Round.
3. **This Element's Banner (without Commander)** - Calls up the command interface for this Element, which does not have a Commander attached.
4. **This Element's Banner (with Commander)** - Calls up the command interface for this Element, which has a Commander attached. Commanders are typically indicated with a portrait on the Banner.

5. **Home Menu** - Access the Codex, the options menu, restart the mission, or quit to the title screen.
6. **Mission Objectives** - Review the primary and secondary conditions for victory in this mission.
7. **Banner Toggle** - Toggle the information shown on all Elements' Banners between their Turn Number, their current Standing Orders, and their Element Type (not shown if a Commander is attached).
8. **Grid Toggle** - Reveal or hide a white tiled grid on the battlefield.
9. **Round Indicator** - Shows the current Round number.
10. **Existing Command Indicator** - Shows whether this Element has already been given a Command this turn, or is repeating a Command due to a Standing Order.



When you click on the Banner of an Element, a Radial Menu is shown:

- A. Type of this Element
- B. Name of this Element
- C. Health Points of this Element
- D. Codex Entry for this Element
- E. Status Effects for this Element (if any)
- F. Name of the Commander (if attached)
- G. Codex Entry for this Commander (if attached)
- H. Standing Orders Menu
- I. Move interface
- J. Formation Menu
- K. Abilities Menu
- L. Close Radial Menu for this Element

## 4.2. PHASES OF A TURN

Each turn on the battlefield is divided into two distinct phases.

### **Command Phase**

In the Command Phase, you may inspect the map and any units from the armies on the field, known as Elements, on the field. During this phase, you can give up to six commands to the Elements of the army you are commanding.

### **Battle Phase**

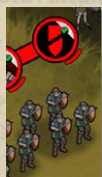
Once you have issued your commands, clicking the Start button will commence the Battle Phase. During this phase, all the Elements will make their moves, playing out the battle



according to the assigned commands from the Command Phase. Each Element has an Initiative attribute, which determines their Turn Number and therefore the order in which they move on the battlefield. (More on Initiative in section 3.4.)

When all the Elements have moved, the current Round ends and the next Round begins.

### 4.3. BANNERS



All Elements are controlled by clicking on their Banners and deciding on a command from the Radial Menu for that Element. By itself, the Banner graphically denotes the amount of health remaining to that Element (how much of the outer ring of the Banner is filled with colour), as well as one key piece of information that can be cycled through with the Banner Toggle.

Hovering the mouse pointer over the Banner be used to observe the Element's type, health and other attributes. An Element's banner

will be dog-eared with an Existing Command Indicator whenever they are given a new command or are carrying out a Standing Order.

Elements joined in a Formation (explained in section 4.2) will have their Banners connected with a coloured bar.

When an enemy Element is selected, there is a toggle button at the bottom right that, when clicked, alternates between showing the movement range or attack range of the Element it belongs to.

### **Banner Toggle**



The Banner Toggle allows the player to cycle through three views that arms the player with knowledge about any Element's Turn Number, their current Standing Orders, and their Element Type.

#### *Turn Number*

Shows the turn sequence that will be carried out in the coming Battle Phase according to each Element's Initiative attribute.

#### *Orders*

Displays the Element's current or new Standing Order/Command. Opponent Banners will display the Stand Ground order by default.

#### *Type*

Shows the Element's type, unless a Named Commander is attached to this Element in which case the portrait of the Commander will be shown.

## **4.4. INITIATIVE**

Each Element has an Initiative value which determines their Turn Number during the Battle Phase. Toggling the Banner Toggle button to the Turn Number view shows the order of movement

of all Elements within a round. Take note: Elements with the same Initiative attribute will go through a random tie-breaking process at the start of the Command Phase to decide who goes first.

Initiative can be affected by Abilities, Buffs and Debuffs, so always check to see the Turn Numbers each turn to avoid having your strategy fall apart during the Battle Phase.

## 5. ELEMENTS

### 5.1. ELEMENT TYPES



Units in Ravenmark are referred to as Elements. Each Element is classified into one of five types: Infantry, Ranged, Cavalry, Polearms and Support. Aside from Support types, each Element type has a damage advantage on another type.

**Infantry** has an advantage over **Polearms**

**Polearms** has an advantage over **Cavalry**

**Cavalry** has an advantage over **Ranged**

**Ranged** has an advantage over **Infantry**

### 5.2. FORMATIONS

Elements that are identical in name & type and standing next to each other may optionally combine into larger Formations. A single Element by itself is called a Dagger, while Formation consisting of two Elements is called a Deuce. The largest Formation possible, consisting of three Elements is called a Trine.

Deuce and Trine Formations often gain formation bonuses and additional abilities over Daggers. However, these come at the cost of having a reduced arc of attack, less manoeuvrability, and vulnerability to being flanked. Elements in a Deuce or Trine are locked into facing and attacking a specific direction, and will suffer penalties if attacked from their rear or flanks. The Elements section of the Codex lists detailed information regarding the abilities and Formation bonuses of every Element encountered in *Ravenmark*.



Some Elements in the game may not be combined into Formations (such as the Swarms of Kaysani elves, which are two by two squares large). Other Elements may be restricted to a maximum size of Deuce. Formations can be combined or broken by using the Formation menu from a selected Element's Radial Menu.

The effective Initiative of a Formation is determined by the Element with the lowest Initiative within the Formation.

Also, when any part of a Formation is defeated, any previously issued Commands or Standing Orders are cancelled and the surviving Elements revert to Stand Ground.



## 5.3. COMMANDS

For every round in the Command Phase, the player has six Command Points, which may be used to issue commands to the various Elements or Formations. The issued commands will appear in the Command Stack on the right side of the screen and can be used to inspect or cancel the issued commands.

Formations only require a single Command Point to undertake a command, even if it is composed of two or three Elements. In certain tactical situations, you may find it more efficient to manoeuvre your army in Formations, rather than make the army move with singular Dagger Elements that each require one Command Point.

An Element that has been issued with a Command will be marked with an Existing Command indicator, visible as the green checkmark on its Banner.

### The Move Command

Instructs an Element to move to a designated location within its movement range. If the intended path is blocked during movement in the Battle Phase, the Element will try to move as close to the original location as possible. After movement has ended, the Element will Stand Ground, check if any enemies are in combat range and attack the most suitable target.

### Standing Orders

These are special commands that are explained in section 4.4.

### The Wheel Command

Only appears for Deuce and Trine Formations. It instructs the Formation to wheel clockwise or counter-clockwise, after which it will Stand Ground. Additionally, you may instruct a

Formation to flip and face backwards; this occurs instantaneously in the Command Phase.

### The Abilities Command

The Abilities Menu only appears if the selected Element or Formation has any usable Active Abilities (including those on cooldown or only usable when other requirements are satisfied).

Please note that the computer opponent does not observe the six Command Points limit, and it issues its commands during the Battle Phase. All missions in the game have been balanced appropriately with this in mind.

## 5.4. STANDING ORDERS

These are a special category of commands that persist indefinitely beyond the round in which they were given.

A Formation with an active Standing Order from previous rounds (except for Stand Ground commands) will be marked with an Existing Command Indicator, denoted by the orange checkmark on its banner.



### **Stand Ground**

The default Standing Order. This instructs the Element or Formation to attack any enemies that are in range without moving. The Element or Formation will seek out enemies that are closer, have lower remaining health, and enemy types they have an advantage over, in that specific order of preference.

### **Pursue**

Instructs the Element or Formation to chase down and attack a specified target, ignoring all other enemies until the target is defeated or it cannot navigate to the target due to blockages in the battlefield.

### **Advance**

Directs the Element or Formation to keep moving in a direction and attack any enemies that come into its range of attack. Do note that Formations larger than Daggers can only Advance forward or backward.

### **Rest**

Instructs the Element or Formation to stay in its current position and do nothing. If the Element or Formation does not get attacked after the Rest command is executed during its turn, it will regain 2 health points at the beginning of the next Command Phase. If the Element or Formation is attacked while it is resting, they revert to Stand Ground and no health is recovered.

## **5.5. COMMANDERS**

Each Element may have an optional Commander attached to it. Commanders bring additional abilities to the Formation they are in. There are two different types of Commanders.

## Named Commanders

Named Commanders are the main characters and leaders of the various army factions, such as Calius and Rebus who fight for the Empire of Estellion. They give 6 additional health points to the Element that they are attached to, and can be easily identified by the character portrait in the Element's banner on the battlefield.

## Unnamed Commanders

Unnamed Commanders are generic specialists such as the Jackdaw Medics and the Redeemers. They are still indicated by a character portrait, and do provide additional abilities to an Element. However, they do not give any bonus health.

# 6. COMBAT



Combat in Ravenmark is divided into two categories: Melee and Ranged Combat. Elements with an attack range larger than one are capable of Ranged combat.

## 6.1. MELEE COMBAT

This occurs when two Elements of opposing factions are standing in adjacent Tiles that are of no more than one height difference. Melee combat occurs on a Tile-to-Tile basis against all adjacent enemies in one direction, hence a single two-by-two Swarm may battle against two separate Elements simultaneously.

An Element that suffers a Melee Attack may **counter-attack** once per round, while the Swarms of Kaysan may counter-attack thrice due to their larger size.

## 6.2. RANGED COMBAT

This occurs when an Element attacks targets that are two or more tiles away. A Ranged attack cannot be counter-attacked.

A ranged attack from a Formation is deadly because the attacks of all the Elements in the Formation (up to three Elements in the case of a Trine) are focused on a single enemy Element.

Ranged combat cannot occur against enemies that are directly adjacent (ie. only one tile away), unless that tile is more than one height difference and therefore not considered to be in melee range.

## 6.3. COMBAT ROLLS

Every time a friendly Element enters combat with an enemy Element, two dice rolls are performed for each Element in the pair of combatants. These rolls are a Combat Roll and a Bonus Roll respectively, both of which roll between 1 and 100. The Combat Roll determines whether the attack hits, and the Bonus Roll determine whether any Passive Abilities are triggered.

### Combat Roll

*An attack hits if*

**Attacker's (Attack Skill + Combat Roll)**

*is larger than*

**Defender's Armour Rating + 25**

If the combat is a Melee encounter, the Melee Skill and Melec Armour Ratings are used, otherwise the Ranged Skill and Ranged Armour Ratings are used.

A Combat Roll of 1 is considered an automatic Miss, and a Combat Roll of 100 is considered an automatic Hit for 1 point of standard damage.

Additionally, a Combat Roll higher than 90 is considered a Critical Hit, which adds 1 damage. (Effectively, this means all attacks have a 10% chance to crit).

An additional 1 damage is added if the attacking Element type has an advantage over the defending Element type. Specifically:

**Infantry** Elements deal 1 additional damage to **Polcarm** Elements;

**Polcarm** Elements deal 1 additional damage to **Cavalry** Elements;

**Cavalry** Elements deal 1 additional damage to **Ranged** Elements;

**Ranged** Elements using a Ranged Attack deal 1 additional damage to **Infantry** Elements. (This last point does not apply if a Ranged Element uses a Melee Attack on an Infantry Element.)

### **Bonus Roll**

The Bonus Roll is performed once per attack in consideration of every Passive Ability the Element possesses. If the Bonus Roll is higher than an ability's Bonus Roll requirement, that ability will activate in combat automatically. Many Passive Abilities have a Bonus Roll requirement of 0 and therefore are triggered with every attack.

## **6.4. COMBAT PENALTIES**

During combat, penalties may applied to the defending Element under certain circumstances.

### *Exhausted*

Normally, an Element may counter-attack once per round. Swarms may counter-attack up to three times per round due to their larger size. Elements that exceed this limit become Exhausted for the round, and may not counter-attack when suffering an attack from an enemy Element.

### *Flanked*

An Element in a Deuce or Trine Formation that is attacked from the side or the back becomes Flanked and may not counterattack. The flanked Formation will suffer a penalty of - 20 Armour Rating when Combat Rolls are performed.

### *Stunned*

An Element that has the "Stunned" status effect will also suffer a penalty of - 20 Armour Rating and may not counterattack.

### *Swimming*

An Element that is Swimming, if it possesses the Ability to do so, suffers a penalty of - 10 Armour Rating and may not counter-attack.

The largest combat penalty amongst Flanked, Stunned and Swimming is applied if more than one of them is applicable.

## 7. TACTICAL CONSIDERATIONS

### 7.1. TERRAIN

When moving an Element across terrain, always be mindful of the number of movement points available to that Element.

The terrain in the battlefield is divided into square Tiles. Movement into a Tile always costs two movement points and

movement can only be performed between connected Tiles that are of no more than one height difference. When moving uphill, it costs an additional movement point (for a total of three).

When moving in a Formation, the movement cost is determined by the highest required movement cost of each Element. Diagonal movement while in formation is treated as moving forward first, followed by moving sideways.

Water tiles may only be traversed by Elements with the Swim ability. While Swimming, these Elements may not attack or defend themselves, Rest, or use any Active Abilities. There are no other terrain bonuses or penalties apart from those caused by Swimming.

## 7.2. STATUS EFFECTS

Many abilities in the game grant temporary Status Effects to Elements. Status Effects can be positive or negative, such as an increase to Initiative or a decrease to Armour Rating. These Status Effects are indicated below the Information Panel of a selected Element and their respective effects can be viewed by hovering over the individual status icons.

Status Effects typically last for a specified number of rounds, including the round in which the effect is gained. For example, Vidius Harper's "Imperial Glory" ability gives all Elements in his faction an additional 10 Initiative that takes effect for two rounds. Since the round where the "Imperial Glory" Status Effect is invoked is counted in the two rounds of effect, only Formations that move after Harper's Formation enjoy the Initiative bonus in both rounds. Formations that moved before Harper casts the ability will only get to use the Initiative bonus in the next remaining round of effect.

The duration and timing of many Status Effects will affect the strategy employed by your army.

Some Status Effects last indefinitely, such as Formation bonuses or those granted by a Commander's aura (if in range).

### 7.3. MORALE BROKEN

Morale Broken is a special Status Effect that reduces an Element's Attack Skill by 20 and its Initiative by 1. This Status is gained whenever an Element suffers enough damage and its health falls below half of its total. Morale Broken is automatically removed if the Element is healed back to at least half its total health.

Note that certain Elements and Commanders can ignore the Morale Broken status due to their Abilities. They will not gain the debuff at all, which means they may fight with no penalties even when their health is below half. Such abilities are described in their Codex entries.

### 7.4. DIFFICULTY SETTING

Two difficulty settings are available in the Options menu, Easy and Normal. In Easy difficulty, the player's army has double the base health, but completing missions in Easy difficulty only awards the player with one medal.

Completing missions in Normal difficulty will award two medals, and possibly all three medals if the secondary objectives are also attained.

A true tactical genius will strive to collect all three medals across all the 59 missions of the game!

## 8. WORLD MAP AND DIALOGUE SCENES

In between the battles, you will be treated to dialogue cutscenes between the main protagonists and antagonists embroiled in the *Scourge of Estellion*. Should you wish to dispense with the cutscene, there is a Skip button available at the top right of the scene.

Prior to the start of each chapter, or prior to a significant event, the World Map will be called up to trace the path taken by the current faction being controlled by the player in a given campaign. A Skip button is also available if you wish to quickly continue to the battlefield.



## 9. HOT KEYS

### Battle Phase Shortcuts

**W** and **S** (Speed Up and Speed Down)

**Spacebar** (Pause and Unpause).

### Command Phase Shortcuts

**WASD** and Arrow Keys (Move the map)

**Q** and **E** (Zooms the map in and out (Q zooms out, E zooms in))

**X** (Toggle Grid)

**Tab** (Toggle Banner Display)

**Enter** (Start Battle Phase)

**ESC** (Open and Close Menu)

### Radial Menu Shortcuts

**Mouse Right-click** (Go up one level in unit Radial Menu)

**ESC** (Go up one level in unit Radial Menu) -- Right-clicking also does the same.

**1-6** (The numbers correspond to fixed button positions. The shortcut number is displayed next to each radial menu button)



### Dialogues

**Spacebar** (Show rest of dialogue line while in a dialogue)

**Spacebar** (Show next dialogue line if current dialogue line is completely shown)

### **General**

**ESC** (closes any menu/screen with a Back or Cancel button, also goes up 1 level in the Radial Menu)

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