Philia: sequel to Elansar

Elina's husband is now in danger!
Can you save him through Elina's mysterious subconscious?

Explore three worlds and solve over 15 puzzles by trying to understand how they work.
A minimum of 3 hours of gameplay needed to finish the game.

This game is available in French and English.

Installation:
Unzip the downloaded file "PhiliaPC.zip" somewhere on your computer. Double click on the
"Philia" application. Your progress through the game is automatically saved.

Linux users:
The following libraries must be installed: libsdl2, libsdl2-mixer, libsdl2-image
Example: sudo apt-get install libsdl2-2.0-0 libsdl2-mixer-2.0-0 libsdl2-image-2.0-0

Start the game:
Double-click on the application "Philia".
Your progress through the game is automatically saved.

How to Play:
The objective of the game is to explore and solve puzzles by trying to understand how
they work.
You can move from one point of view to another by clicking to the area where you want to
go.
You can also turn around yourself at 360° by moving your mouse over the edges of the
screen.
Sometimes you might be in a "zoomed in" view; to zoom out just click on the arrows at the
bottom left or bottom right corner of the screen.
You can collect items in your inventory by clicking on an object shown on screen.
You can go into your inventory by clicking on the "bag" icon in the top right corner of
the screen.
Inside the inventory you can hold an object by clicking on it, and it will appear on the
top right corner of the screen.
You can use the selected object by clicking on the place where you wish to use it.

To exit the game, click on the "menu" icon on the top left corner of the screen.

Credits:

- Production and Design -
- 2D and 3D Graphic Design -
- Game Engine and Tools Programming -

> Cedric Bourse <

- Script -

> Audrey Bourse <

- Music -

Caves of sorrow
Mystical Theme
Path to Lake Land
Journey to the East Rocks

by Alexander Zhelanov
http://opengameart.org/users/alexandr-zhelanov

- English Translation and Proofreading -

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- Testing -

Cooper, SCPCD, Zerosquare

Some 3D Models are from http://opengameart.org/

'Stronghold' by Lotnik & Leinnan
'Cementery gate' by zerberros
'Wall Mounted Torch' by Scribe
'Health & Mana Potion' by Clint Bellanger

Some 3D Models are from http://sketchup.google.com/3dwarehouse/

'Grand Piano' by Javier G.
'Female 02' by Reallusion iClone
'Human 3D Man' by feng

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I'd like to thank you and everybody who has supported me on this project!