ABOUT THE GAME AND CHARACTERS

Lupus in Fabula is an adventure game with light puzzles. It concerns two characters, controlled one at a time, trying to escape a series of stages by using their minimal skills in dungeon survival, being mostly of the 'pulling levers' and 'punching things' variety.
Except for the first stage, whenever one character dies, the game is seemingly over.

The stage can be retried in case of major failure by Pausing the game (ESC) and choosing 'Restart'.
The first character we'll call 'Hero' until the ending reveals his identity.
He is recognized by some other players in this game as 'the leper' due to his peculiar shroud and visage of death.

'Hero' can pick up and USE items, PUNCH things (a little) and have an inventory.
'Hero' is 'the brain' of the operation as he possess the opposable thumbs.
He can also USE certain compatible items on his partner in escape (who is 'muscles').

"The second character has been identified in 'Speculum' as the creature of netherworldly origin. His assigned name is 'Horatus Stupendus' although he is known in different parts of the world under different names.

Horatus cannot pick up or USE items, he can PUNCH things (a lot) and cannot access the inventory as he simply has no multifinger extremity (hands) to operate the items. He can carry or kick heavier items and levers which 'Hero' cannot move. By 'carry' it is meant that certain items can be attached on Horatus by 'Hero' and sometimes even two items can be used, one after the other, and be placed on Horatus as means of solving some puzzle or &c.

Whenever there is an item or anything on the ground that seems usable and 'Hero' cannot use it himself or use items on it, the chances are that Horatus can use it or 'kick it' into obedience. Excercise all options at such events, starting with a good old fashioned 'kick' (or punch).

CONTROLS



Default Keyboard Controls are:
*LEFT/RIGHT ARROW - Movement
*UP/DOWN ARROW - Jump and Crouch
*CTRL - Punch (Hero) Kick (Horatus)
SHIFT - Shuffle inventory items+ Hero only
ENTER - USE item(Hero) + also Use elevators-both Hero and Horatus
*Z (as Zadig) - Switch characters

Change the keys in main menu by selecting 'Keys' option.
To see the Gamepad controls, press B at the menu.

Use ESCAPE key in Menu to Quit the Game.
In game, ESC will bring the Pause screen.

If using a Gamepad, press X in game to PAUSE and in menu to Quit game.

Note that in Menu you must always use 'Arrow Keys-Right/Left' for navigation and 'Enter' for accepting selection. The same goes for 'Pause/End' screen.
If using Gamepad, DPAD/LSTICK is selection and A to confirm.

INVENTORY AND ICONS

At the bottom left is inventory, usable by Hero only, which lines up collected items right after the first icon. First icon is generally used as 'deselect' icon but it does
not hurt to have any item equipped/selected while trying to use some object on the ground.

USE ICON 

This icon will appear whenever Horatus or Hero can USE some object or simply 'move something about'. Press USE key and observe.
To use item from the inventory, SHIFT to shuffle/select the item and USE on target on the ground.
If the object used is not of correct type, then use the 'rule of thumb'.
Rule of thumb would be to use every item on any object where this icon appears.

Note that inventory items are never used on their own, they have to be used on object. Sometimes Hero must crouch to use inventory item on some object that is on the ground.

USE ON HORATUS ICON 

This icon will appear whenever Hero can USE item(s) on Horatus.
First the suspected item must be selected in inventory (Hero will hold it in his hand)
Then you must be close to Horatus and if the item is compatible with him, this Icon will appear. Press USE and the item should be either attached to Horatus or employed in some manner.

+NOTE that sometimes two items can be used on Horatus, one after the other successively, in order to create some contraption or the other.

THAT'S IT



And that's the gist of it, really...

If you desire some questions to be answered then head for **spitoufs.com** where there might or might not be thy answer BUT don't despair, use the email instead - **info@spitoufs.com** or try the twitter **'spitoufs'** and see how that works...

~Into the breach, dear pants...