

Eselmir

and the five magical gifts

Manual

About this game

Eselmir and the five magical gifts is a 2D point and click adventure game inspired by the old classics of the genre. It tells the story of Eselmir and his journey to find the five magical lost gifts of King Theoson, leading the player to explore an imaginary world studied in every detail. An atypical and elegant fantasy made up of stories within the story, one enclosed in the other.

Story

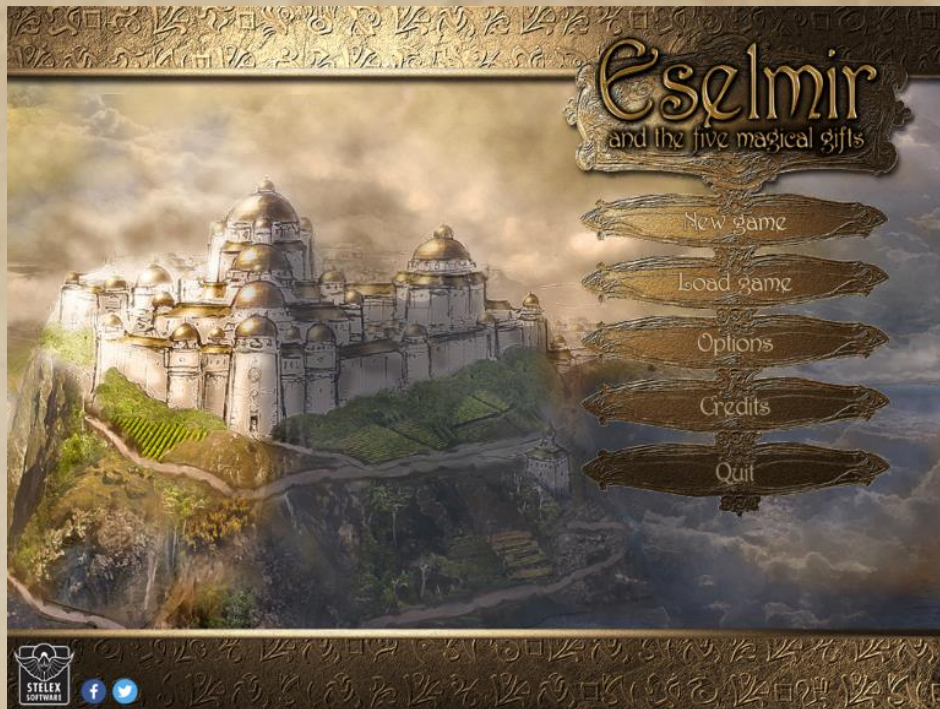
The story takes place in an epic and legendary world dominated by powerful divinities and ancient spells. Ancient people build flourishing cities and monuments prosper. This unique and adventurous world of Eselmir is inhabited by fairies and mysterious creatures.

Eselmir, a priest devoted to the Goddess of Time, belongs to the ancient Pirin race, demigods descendants of a fairy and a mortal that live on the highest mountains in the east.

One night, Eselmir receives a mission from his goddess that could change the fate of many: to find the five lost gifts of King Theoson, the progeny of Pirin's civilization, which at his death was buried together with his treasures in a secret place whose grave was never found again.

Main menu

At the beginning of any game you will see the main menu, from which you can access all available options.



New game

From here you can start a new adventure.

Load game

After you have saved one or more games, click on this option to view the list of saved games.

Save game

As soon as you start a new game, this option will allow you to record your progress. Click on the first free slot to save the game or on a pre-existing saved game to overwrite it. There is no autosave in this game.

Options

The options menu allows you to adjust some of the game settings.

Credits

Clicking here you can discover the people involved in the making of this game.

Quit

From here you can leave the game. Be sure to save first if you don't wish to lose your progress!

After you start a new game, the “Extras” menu will appear in the main menu.



Continent

Here you will find a map of the Gaimat continent.

Civilizations

View images of the civilizations and races from all places visited during the game.

Characters

Learn more about all the characters you've met on your journey.

Achievements

Within the game there are numerous optional objectives to unlock. Test yourself and unlock them all!

Credits

Clicking here you can discover the people involved in the making of this game.

Commands

"Eselmir and the five magical gifts" is easily controlled via the mouse. With the cursor you can search the environment, move Eselmir around the game world and interact with objects and other characters.

With the left click of the mouse you can confirm your action.

To cycle through the other available actions, click the right mouse button.



This is the normal look of the cursor; when you click the left mouse button anywhere Eselmir can go, he will start moving in that direction. When double clicked, Eselmir will run.



The arrow indicates that you can move to another location.



Selecting this option, Eselmir will closely examine the item in question, in order to figure out important details and obtain precious information.



When this option is available, Eselmir will be able to pick up objects. All collected items are stored in the inventory.



With this symbol, Eselmir can manipulate or use objects.



Upon choosing this option, Eselmir will pray and therefore communicate with the deities.



Selecting this symbol, Eselmir will be able to use the virtues he's learned. Every virtue endows him with some "superior intellectual capacities".



When possible, Eselmir will be able to talk with other characters and creatures who inhabit the game world. These conversations often reveal useful information and important hints.

Inventory

All items collected are stored in the inventory, without any restrictions in quantity.



To open the inventory, just point at the Pirin logo with your mouse (or press the key "I" on your keyboard). Note that at some moments in the game you will not be able to make the inventory appear. When the inventory screen is full, you can scroll through the rest of the items using the arrows on the right. From here you can also access the main menu, the mission log and character info.

The items in inventory can only be analyzed. Clicking on an item here, Eselmir will examine it. How do you combine stored objects with the environment? If it's possible to use an item, it will automatically appear at the right moment. (For example, if there's a key in the inventory, pointing on the lock and cycling with right mouse clicks between the various interaction options, the key will automatically appear).

Hotspots

Pressing and holding the space bar, all interactive points in the current scene will be highlighted (this option will be unlocked during the game). These are the symbols representing the various hotspots:



Interact with the environment.



Interact with a character.



Exit from the location.

Hot keys



Skip lines during a conversation.



Open the main menu.



Open the save game menu.



Open the load game menu.



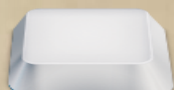
Open the options menu.



Exit from the game.



Show/Hide the inventory.



Reveal all hotspots in the scene (pressing and holding).



Raise the master volume.



Decrease the master volume.



Set the game language to English.



Set the game language to Italian.



Cancel the selected save game (warning: there will be no confirmation message).

Website

On the official website of Stelex Software, you'll find updated news about the game, downloadable materials and much more:

www.stelexsoftware.com

The official website of the Pirin Saga can be found at the following address:

<http://pirinsaga.blogspot.ch>

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Pirin Saga



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