

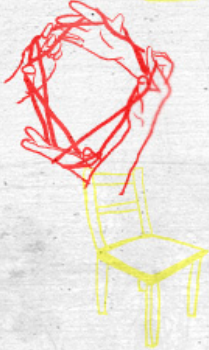


The BASTARD

a short horror game by
TALE OF TALES



TALE OF TALES
presents



INTRODUCTION

There is one rule in the game. And it needs to be broken.

There is one goal. And when you attain it, you die.

The Path is a short horror game inspired by older versions of **Little Red Ridinghood**, set in modern day. The Path offers an atmospheric experience of **exploration, discovery and introspection** through a unique form of gameplay, designed to immerse you deeply into its dark themes. Every interaction in the game expresses an aspect of the narrative. The six protagonists each have their own age and personality and allow the player to live through the tale in different ways. Most of the story, however, relies on your active imagination.

The Path is designed with **accessibility** in mind. There are no ticking clocks or monsters to defeat. No hard puzzles will ever halt your progress. Most activities in the game are entirely optional and voluntary. The player has all the freedom in the world to explore and experience. The Path is a **Slow Game**.

While The Path does not contain any graphic violence or sexuality, it does allude to these themes. The overall melancholy mood of the game and the potentially unsettling course of events, make The Path **unsuitable for children**. Despite of its origins in fairy tales, The Path is decidedly a game for the mature mind.

INSTALLATION

process

Install the game by running ThePath_x.xx-setup.exe. You can install the game in any folder.

To run the game, use the shortcuts that the installer created. Never double click on PathViewer.exe. That won't work.

The saved games and preferences are stored in your Application Data folder (this folder may be hidden on your computer). They are not removed when you uninstall or reinstall the game.

system requirements

The Path requires a recent PC suitable for realtime 3D gaming with Windows XP or Vista installed.

Recommended minimum hardware: a 2 Ghz CPU, 1 GB of RAM and a recent Radeon or Geforce video card of x6xx type. Integrated videocards are not supported.

The game can be played with keyboard, mouse or gamepad. Logitech gamepads and the XBox 360 controller are supported.

The game can run in a window or full screen at any resolution as of 800x600.

recommendations

For optimal performance of the program:

- install the latest driver for you videocard: download it from <http://nvidia.com> for Geforce cards and <http://ati.com> for Radeon cards.
- have plenty of free, defragmented hard disk space.
- close all other programs when you play the game.

CONTROLS

act 1: the red apartment

Second person view of a room in an apartment.



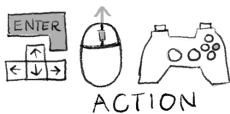
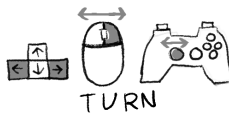
Six girls are sitting or standing about. Your cursor has the shape of a yellow basket. Select one of the girls with the mouse, arrow keys or joystick.

act 2 : the forest

Third person control over the avatar you selected in the apartment.



Please note that the characters in *The Path* are controlled by **Drama Princess**. This technology allows them to behave autonomously, observe and interpret their environment and choose interactions with it. You have full control over the avatar to go where you please. When you want her to interact with something, position the avatar near an object and look at it. When an overlay appears with the object, she is ready to interact with it. Just **let go of the controls** and she will do the work for you. Even if an object is far way, she may be able to find it if you simply leave her alone for a while.



ACTION	KEYBOARD	MOUSE	JOYSTICK
walk forward	up arrow key	hold left button down	left analog stick forward
turn in place	left and right arrow keys	drag with right button	left analog stick left or right
turn while moving	left or right + up arrow	drag with left button	left analog stick left or right
interact with nearby object	let go of the controls	let go of the controls	let go of the controls
run forward	shift + up arrow	hold left + right button	bottom button + left analog stick
force interaction	ENTER	scroll wheel forward	right button
cancel current interaction	down arrow key	scroll wheel backward	left button
access game menu	ESC key	(not possible with mouse)	start button
access basket (*)	SPACE key	(not possible with mouse)	top button or right shoulder button
access objects map (*)	CTRL key	(not possible with mouse)	left shoulder button

(*) when unlocked

Other navigation tips:

- the avatar walks in the direction of the camera.
- except when the camera is in a fixed perspective view, then she rotates around her own axis and walks forward relative to herself, not the camera.
- press forward on both joysticks to run.
- press C to make the avatar look at you.
- hold SHIFT to follow the avatar during an interaction.
- hold SHIFT to make the avatar turn in your view direction when she's standing still.

act 3 : grandmother's house

First person navigation on a rail. You can only go forward.



Pressing (almost) any key or button will push you forward a little bit. Holding down a little bit before releasing, will give you some extra speed. But you need to continually press again and again to continue moving. Think of it as walking. You cannot walk backwards but you can turn the view a bit with the right joystick or the mouse.

screenshots

- Press P to save a screenshot. Screenshots are stored in the 'My Documents' folder.

non-interactive sequences

- when solid black bars appear at the top and bottom of the screen, it is impossible to control the avatar.
- press ESC or START to skip such a sequence.
- when transparent black bars appear at the top and bottom of the screen, interaction is still possible but the avatar may need some time to respond.

MENU

Press the ESC key on the keyboard or the START button on your game controller to open the Menu. When the Menu is up, the characters in the game appear frozen and the background flips up and down.

Tip: open the Menu if you want to pause the game.

Use left click, ENTER key or the bottom button on your joystick to confirm and right click, ESC key or top button to cancel, anywhere in the Menu.

basket



The Basket is unlocked when you first collect an item. Once unlocked it becomes available through the SPACE or B key or the right shoulder button.

- each slot in the basket can contain an item your avatar has interacted with.
- when an item is available in the current chapter, the slot is black, otherwise it is transparent.
- when an item has been collected, a drawing appears in the slot.
- moving the cursor over the drawing or selecting it with the joystick or cursor keys displays a hint of the effect that this collection has on grandmother's house.
- the bottom half of the basket is for collections that unlock special rooms in grandmother's house.
- there are 3 special rooms to unlock for every girl.
- the top half is for collections that can be made by multiple girls.
- the flowers surrounding the basket represent the 144 “**coin flowers**” growing throughout the forest, every collected flower is white, an uncollected flower is black.

trail.



The trail begins showing automatically after you have walked or run for 500 meters.

- a line of dots shows the path you have traveled through the forest. a star represents where you are now.
- appears automatically every 100 meters.
- the slower you walk, the longer it stays on screen.
- does not show up when you're on the path.

You can also unlock the trail by arriving at grandmother's house safely several times. When unlocked in this way it becomes available through the CTRL or M key or the left shoulder button.

help

- contains instructions on how to interact with the game.
- switch to other Acts of the game by clicking the arrows at the top, pressing the left or right cursor keys or moving the joystick left or right.
- click OK, press ENTER key or right button to leave the menu.

options

Here you can adjust the game to your preference. By default, the options are set to the highest quality, if have a slow computer you may want to change some quality/performance options.

- select an option by moving the cursor over it or by pressing the up or down cursor keys or moving the joystick up and down.
- change the option by clicking the arrows left and right to it, pressing the left or right cursor key or moving the joystick left or right.
- left click on OK, press the ENTER key or the bottom button to confirm
- right click anywhere, press the ESC key or top button to cancel.

personal preference options:

- **full screen/in window** allows you to play the game in a window or full screen. full screen is more stable. use in window if you need to multi-task with other applications.
- **joystick** allows you turn joystick support on or off. turn the joystick off if you're not using it as it may interfere with controlling the game.
- **controller type:** switch between Logitech style gamepad or XBox 360 controller. the button layouts on both are different, so choose the right one.
- **run button** switch between bottom and left game controller button to make the avatar run.
- **camera:** changes the rotation speed of the camera.
- **sound volume:** changes the volume of the sound.
- **brightness:** changes the brightness of the game, only works in full screen mode.
- **manual/auto save:**
 - manual save: only saves your game if you press SAVE in the FILE menu.
 - auto save on quit: only saves the game when you close the application
 - auto save every 15 minutes: saves the game every 15 minutes, between acts and on quit.
 - auto save every hour: saves the game every hour, between acts and on quit.

quality/performance options:

Tip: if the game is running slowly, make sure you press the buttons in the Menu slowly too, if you are too fast, they will not respond.

- **display:** reduce the amount of elements displayed in the forest to improve performance.
- **sound volume:** performance "hack": conserve RAM by turning off the sound in Act 1 and turning it back on in Act 2: this prevents the music from being preloaded and forces the game to load the music tracks as they are needed, bit by bit; this may cause slight hiccups once in a while.
- **shadows:** reduce the quality of the shadows to improve performance.
- **distance visibility:** reduce to improve performance.
- **post-process effects:** reduce the quality to improve performance (or for a different look.)
- **shader:** experiment with the rendering of characters to see which is best on your computer (or most to your liking). non-shader characters may be faster if you have a fast processor. shader characters may be faster if you have a fast videocard.
- **resolution:** lower the resolution to improve performance.

about

Contains information about the game.

- switch between INFORMATION, CREDITS and ACKNOWLEDGEMENTS by clicking the arrows at the top, pressing the left or right cursor keys or moving the joystick left or right.
- click OK, press ENTER key or right button to leave the menu.

file

This is where you can save and load games. There are six slots allowing you to save six different games. When you load a game, you always start in Act 1 (the apartment).

- at the top left, the portraits of the girls are darkened when they are dead in that saved game.
- the top right shows the contents of your basket in this saved game.
- select a function (SAVE, LOAD, START NEW GAME) by moving the cursor over it or by pressing the up or down cursor keys or moving the joystick up and down.
- left click, press the ENTER key or the bottom button to execute the selected function.

quit

Select this if you want to stop playing and close the application.

Don't quit the game by closing the window or pressing ALT+F4 because then your game won't be saved.

restart

This is only available in Act 2

- allows you to go back to Act 1 and pick another girl to play with.
- this is the same as letting the girl use the public telephone next to the road to call home.

continue

- Exits the menu.

TIPS

General: The Path is a work of love created by artists. It is not a miraculous piece of advanced engineering. As such, we recommend that you try working **with** the game, rather than **against** it. If you help the characters in the game overcome the limitations of their technology, the experience will be all the more rewarding. This applies to both practical control issues as to a general emotional attitude. Try and be helpful. It is not a contest.

- **the Girl in White can take you back to the path.** If you can't find her, position your avatar away from objects and let go. She will start acting helpless and this will attract the Girl in White.



- there are **attractions** in the forest, special places where the world bursts into bright color; each girl can find 3 such places in the forest.
- you cannot run on attractions.
- explore the forest before meeting the wolf as you may not have the opportunity after.
- **go to grandmother's house without meeting the wolf** to unlock helpful guides which appear at the edges of the screen.
- keep an eye on the Girl in White: she may go to items that you haven't collected yet.
- when near an item, you can hear a noise and a certain repetitive piano melody.
- when an item shows up in the overlay, the avatar can interact with it (just let go.)
- **when one of your sisters appears in the overlay**, it means that she can interact with this item, not you.
- every item you collect in the forest has an impact on grandmother's house.
- there are three secret rooms for each Girl: collect special items to unlock them.
- to find the special items that unlock the secret rooms, collect "**coin flowers**": after collecting six flowers you will get a guide that leads you to the nearest special item.
- to unlock the guide to grandmother's house quickly, simply run up the road for a while.
- if you would like to play with another sister instead, use the public telephone at the end of the road to go back to the apartment.
- at the start of the path it is always day. around grandmother's house it is always night. where you enter the forest along the path has effects on the atmosphere.
- the raven only appears on the path, not in the forest.

At the end of a chapter, you are presented with a score and a grade. Don't worry about it too much. The Path is not about winning.

CREDITS

Auriea Harvey: design & direction, concept art, character/environment models & textures

Michaël Samyn: design & direction, interaction, effects, software programming

Jarboe: music

Laura Raines Smith: animations

Kris Force: sound

Hans Zantman: technical artist

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design
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Thank you for playing!



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www.grandmothers-house.net