

Basic Controls

To advance through the game, left-click or press the space or enter keys. When at a menu, left-click to make a choice, or use the arrow keys to select a choice and enter to activate it.

Game Menu

When playing a game, press the escape key to enter the game menu. The game menu gives the following choices:

History

Shows previously recorded dialogue.

Save Game

Allows you to save a game by clicking on a save slot.

Load Game

Allows you to load a game by clicking on a save slot.

Preferences

Changes the game preferences (options/configuration):

Display

Switches between fullscreen and windowed mode.

Rollback Side

Sets an area next to the textbox. If you click on that side, the current text is being rolled back and the previous message will be displayed.

Skip

Sets when to skip displayed text

Main menu

Returns to the main menu.

Quit

Exits the game.

Close

Closes the game menu.

Advanced controls

Keyboard

Enter

Advances through the game, activates menu choices, buttons, and sliders.

Space

Advances through the game, but does not activate choices.

Arrow Keys

Navigates between menu choices, buttons, and sliders.

Ctrl key

Causes skipping to occur while the ctrl key is held down.

Escape key

Enters the game menu. When in the game menu, returns to the game.

H key

Hides the text window and other transient displays.

F key

Toggles fullscreen mode

S key

Takes a screenshot, saving it in a file named screenshotxxxx.png, where xxxx is a serial number.

Alt-F4

Quits the game.

Delete

When a save slot is selected, deletes that save slot.

Mouse

Left-click

Advances through the game, activates menu choices, buttons, and sliders.

Right-click

Opens the save menu.

Mouse wheel (press)

Hides the textbox and other menus..

Mouse wheel (turn)

Turning the mouse wheel down advances the game, turning it up rolls the game back.

Navigating the tavern menu

Premise

In Lyantei, the player has to help out in their aunt's tavern. You can work three times a day: in the morning, at noon and in the evening. While you decide on what work to do, the inventory will be shown. Here, one can see the current assets and other information like cleanliness and reputation.

Food

Every evening, guests will come to eat food. To make sure that nobody goes to bed starving, you have to hunt for meat and prepare it afterwards.

To acquire raw meat, click on the bow in the left center to go hunting.

To cook your meat, click on the kitchen door to the right.

Cooked meat will increase the tavern's reputation. Uncooked food won't lower the tavern's reputation, but it won't increase it either.

Herbs and potions

Man kann auch Heiltränke, Gegengifte, Elixiere und Kräuterlikör herstellen und verkaufen.

Um dies zu tun, muss man zuerst Kräuter sammeln. Klicke dazu auf die Sichel im oberen Zentrum des Bildschirms.

You can also produce and sell healing potions, antidotes, elixirs and herbal liquor. To do so, one has to gather herbs first. For that, click on the sickle in the upper center of the screen.

To produce medicine, click on the mortar to on the far right.

To make healing potions, you need 30 grams of kome herb per potion.

To make antidotes, you need 20 grams of kome herb and 10 grammes of rer herb per antidote.

To make elixirs, you need 10 grams of kome herb, 10 grams of rer herb and 10 grams of apik herb.

To make herbal liquor, click on the bottles and glasses in the upper right of the screen. You will need 20 grams of rer herb and 10 grams of apik herb.

Wood and maintenance

Furthermore, one has to look out for the condition of their tools. To repair your tools, you will need wood.

To gather wood, click on the log basket in the center of the screen.

To repair your tools, click on the hammer in the upper center of the screen.

Cleanliness

Over time, the tavern's cleanliness will decrease. Should it fall below a certain value the tavern will lose its reputation.

If you want to clean the tavern, click on the broom in the right center of the screen.

Reputation

To attract more guests, you have to raise the reputation of the tavern. You can do this in two ways; You can help with service the guests. The faster service will affect the reputation positively. To do that, click on the bowl that lies on the bar to the right.

Alternatively, you can play a melody on the flute, to spread a pleasant mood. Click on the flute on the table to the far left to do so.

“What should I do now?”

If coming to a decision gets too hard, you can let the game decide on what to do. Select the scroll on the upper left to do so.

Credits

Sweet Slush / Sven Zadon - story, dialogues, music, sound effects, programming

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Manfred Klein - "Unzialish" Font

<https://www.dafont.com/de/unzialish.font>

Leon Dzojic - "Drenn's Runes" Font

<https://www.dafont.com/de/drenn-s-runes.font>

Nick's Fonts - "Chanticleer Roman" Font

<https://www.dafont.com/de/chanticleer-roman.font>

Sira Matasashi - voice during the logo

<https://www.youtube.com/user/TheOldSira100>

Miscellaneous

Lyantei was developed in Ren'py version 7.0.0.196: <https://www.renpy.org/>

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<http://www.renpy.org/doc/html/license.html>