CALLUNA
THE ADVENTURES OF OLE BULL
MANUAL AND HINT BOOK
BY CHRISTIAN BØEN
Thank you for buying Calluna, The Adventures of Ole Bull, we hope you enjoy it!

"By supporting us, you are helping our company to develop more games!"

Christian Bøen
Game designer and founder of Surrealist

PC

MOVEMENT WITH KEYBOARD

W = Move forward
S = Move backward
A = Sidestep left
D = Sidestep right

MOVEMENT WITH MOUSE

Mouse = Look
Left Mouse Button = Interact and perform an action

INTERACTION

E = Interact and perform an action
F = Light (only available in Valestrandsfossen 1820 and Cairo 1876 after you have been in Giza)

ESCAPE AND M = Video, audio, and graphic options

Left Shift = Run (hold down while pressing a movement button to run in this direction)
Left Ctrl = Crouch modifier (hold down to take a crouched position)

TAB and J = Open and Close Journal
P = Pause Menu (Resume, Exit to Main Menu, and Exit to Desktop)
T = Depth of field ON or OFF (DOF)
K = Map (only Bergen 1815)

VISUAL EFFECTS

1 – 9 = Visual effects (only when found the book of effects)
0 or F1 = Reset effects (only when found the book of effects)

Where do I find the map in Bergen 1815?
FAQ AND_HINTS

THE BOOK OF EFFECTS

Where is the book of effects located?
Bergen 1815: Near Ellingsen Store, through a hole in the crates near Bryggen, and on a barrel in Vaagen and near the fountain.
Valestrandsfossen 1820: Near the outdoor toilet at the Bull farm, in the barn, and at the harbour.
Paris 1831: In the scrapyard at Saint Denise, on a stairway in Salle Favart, and on the right before Cafe Frascati.
Cairo 1876: Close to the streetlamp at Khedivial Opera House and in the bathhouse.
Giza 1876: On the breakfast table next to Adolph.

BERGEN 1815

There are two ways to solve the Bergen 1815 story:
1. Help mom and buy a fish and pick up a newspaper at the fish market. Give the fish to mom, and the newspaper to Uncle Jens. He lives in the red house on the top of Torvallmenningen (near the fountain).
2. Pick up the key to the playhouse in Ole Bull's room. Go to the backyard, and pick up the yardstick under the tree. Go to the barrels beside the outdoor toilet and pick up the plank. Go inside the playhouse and play fiddle with a stick. Interact with the note sheet on the chair to start playing.

PARIS 1831

Why can't I find a new place to stay?
You don't need to find a new place to stay until part two, Cholera 1832. Ole Bull didn't find a new place to stay until he met his first wife, Felicite Villeminot. Instead, try to earn or find Francs, use your recommendation letter and focus on the casino quest.

Why do I have to lose all my Francs (money) in Paris?
You are supposed to lose all your money in Paris 1831. Ole Bull lost everything and was infected with cholera, during his stay in Paris. Use your recommendation letter, and try to find signs with violins on them. This action will reveal a mystic man at Quai d'Orleans and open up for entering the casino when you have gathered five Francs.

Someone stole my violin. What should I do?
You can continue your search for Francs in Paris or go to Salle Favart and talk to Maria Malibran. She will help you.

How do I earn or find Francs in Paris 1831?
You can explore and find Francs all over Paris. Maybe you have something you can sell, or the waitress in Paris has forgotten their tips, or you can try to play the violin at a pavilion.

Valestrandsfossen 1820

How to find food for the animals in Valestrandsfossen 1820?
- Goat (pick up the special plant inside The Bull Farm House, near the front door, and feed the goat outside the barn)
- Pig (take the bucket of leftovers, placed in grandmothers kitchen, near the fireplace, and feed the pig)
- Chickens (pick up the corn plant at Kleiveland, use the broom inside the barn to move the cow, and grind the corn at the river house)

CAIRO 1876

How do I skip quests in Cairo?
Pick up your violin, go straight to the wagon outside and select YES to travel directly to Giza.

SUPPORT AND BUG REPORT

For support, contact us any time at post@surrealist.no

If you happen to find a bug or error in the game, please send an e-mail to post@surrealist.no with the subject area "BUG REPORT" and explain which story, where and what kind of bug or error you have encountered.
CREDITS
DEVELOPED BY CHRISTIAN BOEN
PRODUCED BY INGER HILDE ZAHL

CHARACTERS
Jeanette Aga, 2D/3D-artist
Mixamo, www.mixamo.com

NORWEGIAN INSTITUTES AND RESOURCES
Bergen Offentlige Bibliotek – Bergen Public Library
Statsarkivet i Oslo og Bergen – The Regional State Archive of Oslo and Bergen
Bergen Byarkiv – City Archives of Bergen
Kartverket – Norwegian Mapping and Cadastre Authority
Nasjonalmsueet – The National Museum in Norway
Nasjonalbiblioteket – The National Library in Norway
UBB – University of Bergen
Digitalarkivet – The Digital Archive
Nasjonallarkivet – The National Archives of Norway
Family trees (geelmuyden-info.no, hemneslekt.net, hitterslekt.no, tidsaand.no and myheritage.no)
Wikipedia (NO)

UNREAL ENGINE
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INTERNATIONAL RESOURCES
Google Art Project, Unreal Engine 4 Team, Family trees (geni.com), Wikipedia (USA) (UK) (FR)

REFERENCES, BOOKS, DOCUMENTARIES AND BIOGRAPHIES
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Harald Herresthal, four volume biography about Ole Bull, 2010
Ola Linge, Ole Bull: livshistoria, mannen, kunstnaren, 1953
Jonas Lie, Ole Bulls Breve, 1881
Sarah Bull, Ole Bull A Memoir, 1882
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Minke Fosheim, the Adventure about Ole Bull, 2003
Kjersti Lofthaug, Harald and Anne Herresthal, Jorden Rundt Med Ole Bull, 2012
NRK, Trond Lillesværd, Thomas Hellum and Steinar Birkeland, Ole Bull’s Tone, 2010

MUSIC
Royalty-free midi music by various composers (exported from Ableton Live 9 with Complete 12 – Factory Library)

SOUND EFFECTS
Sound design by Christian Bøen and various artists at Unreal Marketplace and www.freesound.org

FONTS
1001 – Syearoldfont and Caslon Antique, designed by William Caslon (1692 – 1766)

TESTING
Alpha/Beta test-player Ludwig Bøen-Zahl and Students at Westerdals

3D MODELS, MATERIALS AND TEXTURES BY VARIOUS ARTISTS AT
www.unrealengine.com/marketplace
www.turbosquid.com
www.3dwarehouse.ssketchup.com
www.tf3dm.com
www.archive.org

ALSO THANKS TO
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