Coming Home

Player's Guide

Table of Contents pg. 1

Game Lore pg.2

December 2006:

Elliot Cenci has had trouble holding down a job for all of his life and still lives with his aunt and uncle. Unlike his parents, Elliots aunt and uncle are loving but poor, and they have difficulty affording food for three people. Elliot frequently has dreams about his old house, although many of the details are obscured. Although he can't make out the details in the dream, he wakes up sweaty and terrified nonetheless. Memories that are brought up in his dreams make him feel claustrophobic and trapped. After being fired from his previous job, Elliot decides that he wants to attempt being a freelance journalist. This motivation is inspired in part by his desire to return to his old house and to uncover the mysterious circumstances surrounding his parent's deaths. In the local paper, it was published that Bradley Censi died after falling off the roof of his house. Officers reported that he was attempting to cover a hole in the roof before the blizzard rolled in. Officers also claimed that Marisa Cenci committed suicide after finding her husbands dead body. Despite this being what was reported, Elliot and the rest of the small town that the Cenci family lived in believed that the death was a crime covered up by crooked police officers. They believed this because of the injuries on Bradley's head showing blunt trauma, and because of the number of enemies that Bradley had made throughout his lifetime. On the anniversary of their death, he drives to his childhood home to find clues. Bradley hopes to get a good story to jumpstart his career as a journalist, and he hopes that whatever he finds in the house can finally put an end to the dreams that have haunted him throughout his life..

About Your Character pg. 3

Elliot Cenci is the main protagonist and the player's character in the game. He is going inside his childhood mansion to discover what really happened to his parents. The dreams he has about his old house terrify him awake. Ever since the incident he has never been completely alright. His new ambitions as a journalist motivate him to investigate his old house and give him the bravery to face his path. However, nothing can prepare him for the horrors he find in that house...

Elliot's father, Bradley Cenci is the ghost and main villain in the game. He is a twisted spirit who shows no mercy. He is hardly human anymore and now resembles what he really is: a monster.

Powers and Abilities:

- Bradley's main attack is his bite. He will bite the player with his twisted monstrous head. 3 hits and you die...
- A chill in the air will alert you if he is in the room.
- For most of his time Bradley is invisible and will look for and stalk Elliot before he attacks. Bradley can also move around the house via levitation and even teleportation
- Bradley can also use telekinesis to move things around the house and even throw things at the character
- Bradley will also make creepy noises and hallucinations to scare the player/character

W- Move forwards, A- Move left, S- Move back, D- Move right

E- Interact (pickup items, listen to cassettes, and open doors) (can hold 2 items at once. One at a time in hand)

Escape- pause game (Resume game, Options, Exit game buttons appear)

Left mouse- Use item in hand. (Also places item if you need to place it somewhere to advance)

Q- Drop item

Shift- Sprint

Right mouse- Attack (can only be used with weapon items in hand)

Tab- Check health and item inventory.

Scroll Wheel- Scroll through items if you have 2.

How to play:

- Find items in the game to help you access more areas and lore

- Find cassettes that give you lore

- Some items can be used as weapons to defend yourself from the Ghost

- Elliot gets 3 hits whether its from something thrown or Bradley's bite

- Your end goal is to find out what happened to Elliot's parents and escape the house.

The House pg. 7

This is the living room. The first room of the house you explore. Many other rooms lay beyond ready to explore...

Game Credits

Michael Tencariu- game coding and art

Nate Linder- game design and modelling

Nolan Vasali- game coding and game manual design

Wyatt Allen- game music