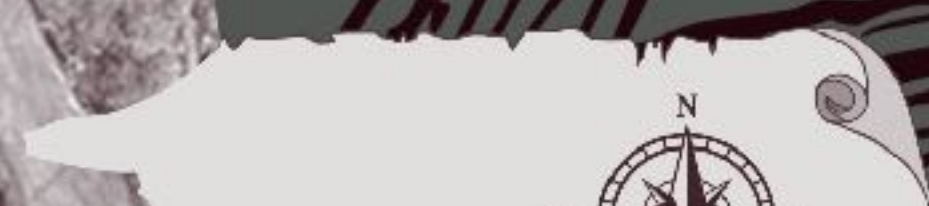


The Reliquary of Epiphanius



The Reliquary of Epiphany

A text adventure

A semi-abandoned village. An ancient monastery of which traces have been lost. The obsession of your father, who went in search of an ancient artifact and disappeared into thin air. Based on the true history of the ancient monastery of San Vincenzo al Volturno in Italy, 'The Reliquary of Epiphanius' is a text adventure in which reality and fiction intertwine, putting the player in the role of an improvised archaeologist who will have to try his hand at the search for an ancient lost artifact.

Note: for the best gaming experience, play on a device with a keyboard!

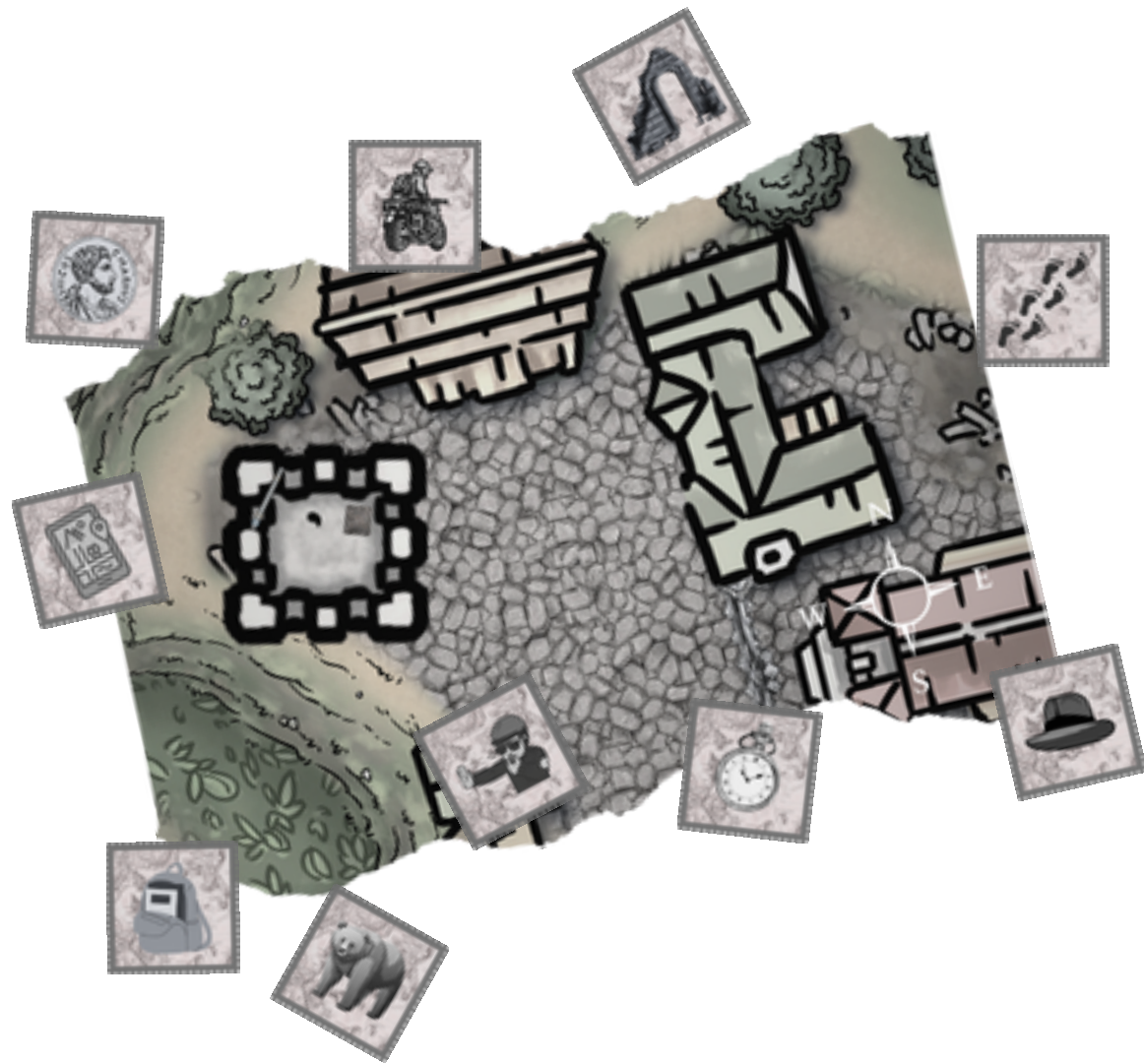
An adventure written and programmed by Francesco Giovannangelo.

The architectural and artistic descriptions of the monastery are inspired by the articles by Franco Valente.

Original music by Francesco Giovannangelo, recorded at Studio F in Guardiaagrele (CH).



Main features



- A small game world that can be freely explored;
- A compelling story that guides you to the discovery of the Monastery of San Vincenzo al Volturno (Italy) and the Crypt of Epiphanius, an artistic and historical treasure unique in the world;
- engaging puzzles that drive the adventure forward;
- the ability to travel quickly within the game map by motorcycle;
- day-night cycle;
- a scoring system with trophies to test your skills;
- a graphical interface that helps you navigate the map;
- a travel diary that keeps track of your progress and on which you can freely write down your ideas;
- original music composed and recorded by the author;
- the option to choose the mode that suits you best: classic (text only, for IF purists); imago (with graphical interface); omnis (with graphics and music);
- a help system that allows you to progress in the story if you encounter difficulties;
- the ability to save and load a game at any point in the game.

How to play

Playing a text adventure is simple: to interact with the game, just type commands as if you were giving instructions to someone (abbreviation for the commands are indicated in parenthesis):

inventory (I) to know what you have with you;

go north (N) - **south** (S) - **east** (E) - **west** (W)

- **up** - **down** to move around the game map;

look (L) to look around you;

examines (X) to examine objects and elements of the environment in which you are located;

talk to ... to talk to a character;

Use other verbs to perform specific actions (**take**, **drop**, **switch on**, **switch off**...);

To reach a destination by motorcycle (after switching it on!)

You can use the expression **ride to** ...;

If a certain expression doesn't work, try rephrasing it using synonyms.

It might be a good idea to jot down the map on a piece of paper as you discover it. In particular, remember to often look around and examine what you see: clues are often nestled in the details and only by discovering them you will be able to proceed.

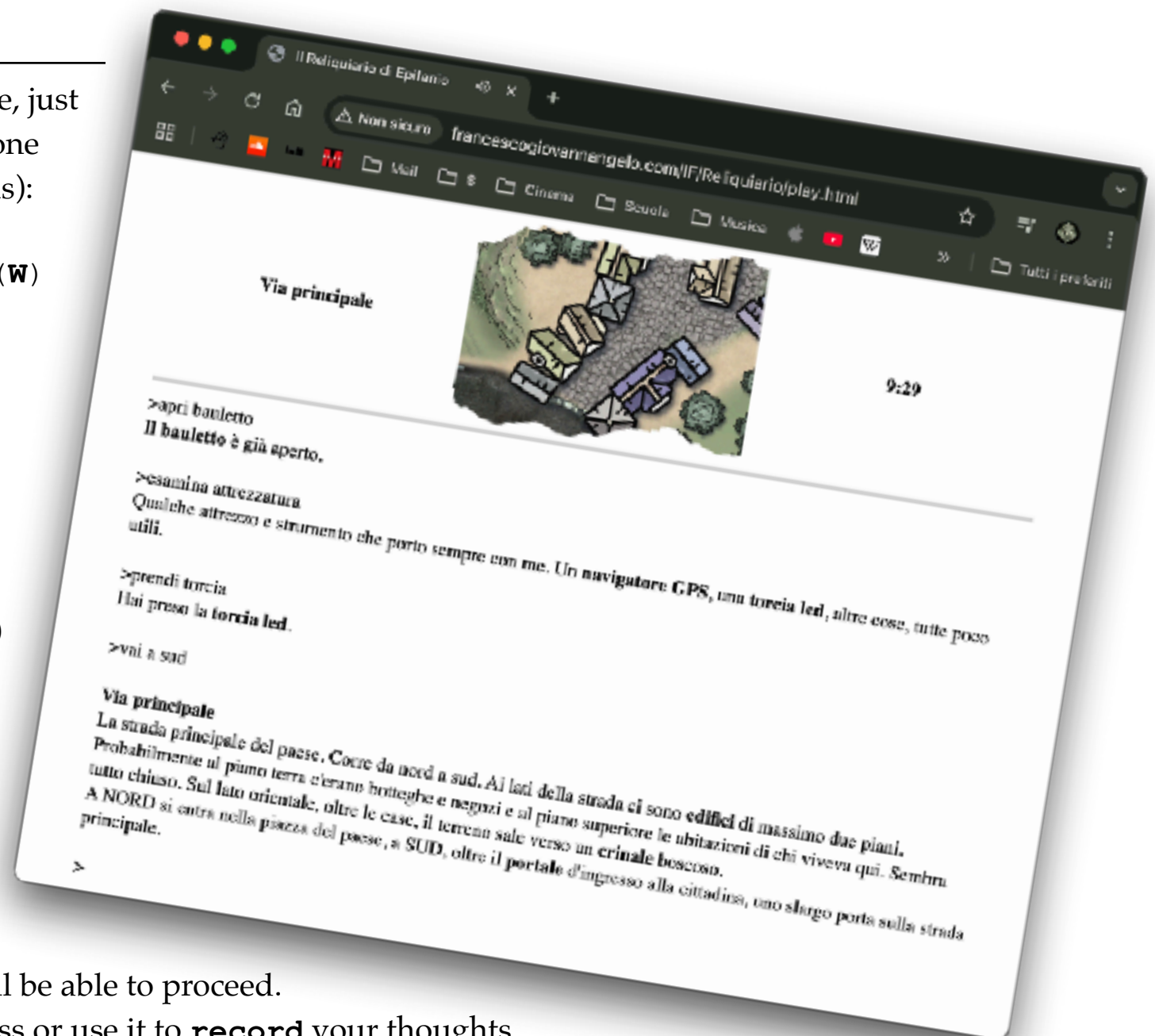
You carry a diary with you: examine it to track your progress or use it to **record** your thoughts.

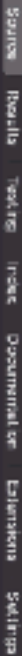
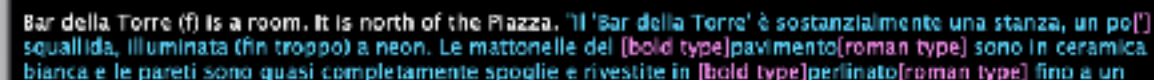
If you feel stuck, try asking for **help** but it will affect your final score.

With the commands **save** and **restore** you can save or restore a game at any time.

To change game mode use the commands: **classic mode** / **imago mode** / **omnis mode**.

To view this information during the game write **info**.





Includes the extensions: Vorple Status Line, Vorple Multimedia, Vorple Screen Effects and Vorple Modal Windows by Juhana Leinonen; Secret Doors by Andrew Owen.

Original music composed and recorded by the author at *Studio F* in Guardiagrele (*Piano, Classical Guitar, Synthesizers, Violin, Percussions*: F. Giovannangelo).

Realization diary

August 2024

- Conception of the story
- Documentation and research on historical and artistic information from the San Vincenzo al Volturno site

September 2024

- First draft of the story
- Design of the game map
- Description writing for the main locations
- Design of the main puzzles
- Construction of the forest labyrinth
- Gameplay programming

October 2024

- GPS behavior scripting
- Text correction and enrichment
- Motorcycle behavior and fast travel system scripting
- Testing (alpha)
- Debugging

December - January 2024

- Research and documentation on graphics software used for map creation

April 2025

- Applying bold formatting to active objects and elements within descriptions
- Graphic design of the map
- Graphic design of the locations
- Design and implementation of the graphical status bar

May 2025

- Choice of number and division of musical interventions
- Music composition (main theme)
- Recording and production (main theme)
- Composition and recording (secondary themes)
- Music mixing and post-production
- Music integration and programming

June 2025

- Game mode selection system programming
- Day-night cycle implementation
- Time allotment adjustment
- Testing (beta)

July 2025

- Text correction and enrichment
- Adjustments and simplifications based on testers feedbacks
- GPS behavior modification
- Debugging
- Device battery drain implementation
- Help system implementation
- Creation of project documentation

August 2025

- English translation
- English version testing
- English version debugging
- Diary implementation
- Profanity management

SPOILER ALERT

On the next page there is the complete walkthrough of the adventure, don't go any further if you don't want to ruin the fun!

Walkthrough

| Chapter 1 - In the town | | Chapter 3 - The monastery | | Chapter 4 - The hermitage | |
|-----------------------------------|---|---------------------------|---|-----------------------------------|--|
| PIAZZA | north | RUINS | south | BASILICA MAIOR | north |
| TOWER BAR | talk to barmaid talk to mayor take key south | WORKSHOPS | examine wall south | WORKSHOPS | north |
| PIAZZA | open large door with key east | BASILICA MAIOR | examine debris take stick north | RUINS | west northeast |
| TOWN HALL | north | WORKSHOPS | push stone with stick south | CLEARING | get on motorbike switch on motorbike ride to Volturno field |
| LIBRARY | take pencil examine old book south | BASILICA MAIOR | down | VOLTURNO FIELD | get off south |
| TOWN HALL | west | GALLERY | switch on flashlight examine fourth niche examine aedicule examine marble slab examine left frame examine dove insert pencil into hole examine compartment take ancient key open marble door with ancient key north | PLATEAU | west |
| PIAZZA | west | | | SPRINGS OF THE VOLTURNO | north |
| TOWER ENTRANCE | up | | | PATH TRACE | west |
| TOP OF THE TOWER | examine panorama down | | | WATERFALL | examine ferns west |
| TOWER ENTRANCE | east | NARROW PASSAGE | north | HERMITAGE | examine altar examine surface take tablets examine tablets arrange tablets w e s east under the stone horse east |
| PIAZZA | examine motorbike open top case examine equipment take flashlight take gps get on motorbike switch on motorbike ride to clearing | CRYPT OF EPIPHANIUS | look examine north wall examine south wall examine west wall examine east wall examine ceiling south | | |
| | | NARROW PASSAGE | south | | |
| Chapter 2 - Towards the monastery | | GALLERY | up examine third niche up | Chapter 5 - Under the stone horse | |
| CLEARING | get off west | | | WATERFALL | east |
| FOREST ENTRANCE | north | | | PATH TRACE | south |
| FOREST | west north west south west west south east | | | SPRINGS OF THE VOLTURNO | east |
| | | | | PLATEAU | north |
| | | | | VOLTURNO FIELD | get on motorbike switch on motorbike ride to dam parking lot |
| | | | | DAM PARKING LOT | get off south |
| | | | | DAM | examine lake examine horse |

