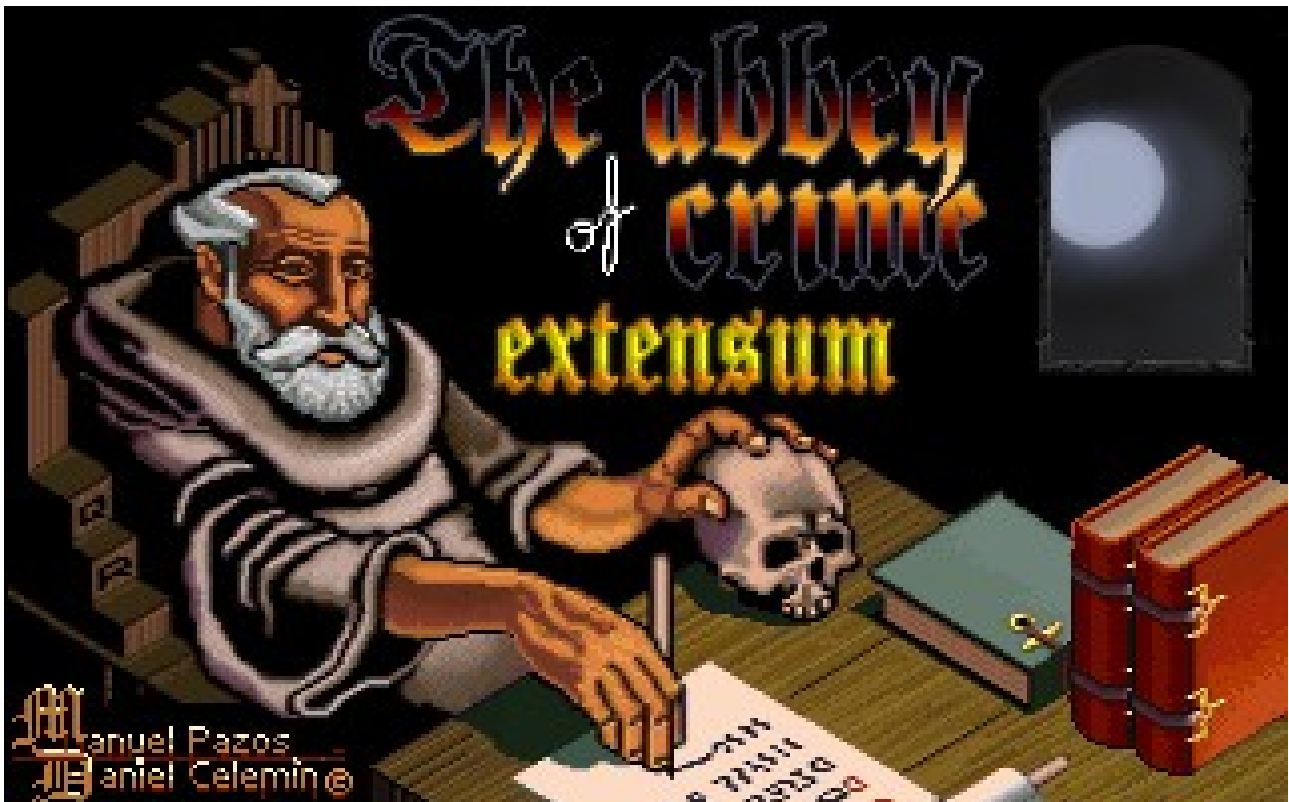# The Abbey of Crime Extensum

remake of "The abbey of crime"

User manual

Having reached the end of my sinners life, waiting to be lost in the bottomless pit of the silent deserted divinity; in this cell of the beloved monastery of Melk, confined now with my heavy, ailing body, I prepare to leave on this parchment my testimony as to the wondrous and terrible events that I happened to observe in my youth.

The Lord grants me the grace of giving faithful testimony of the events that took place in an abbey which name I prefer to cover with a pious mantle of silence; It was by the end of 1327, when my father decided that I accompany William of Occam, wise Franciscan monk who was about to initiate a mission which would take us to many famous cities and ancient abbeys. This way I converted at the same time in his amanuensis and disciple; and I did not have to repent, because with him I was witness of events worth being registered to leave to those who will come. This way, while days were passing by and I was knowing my master better, we reached the mount where the abbey was built up.

Now it is about time that, as we did then, my statement approaches that mount too, and may my hand remain steady as I prepare to tell what happened...

Adso of Melk

Don't follow several and odd sophistical doctrines that spread pestiferous seeds - wrote Clement VI himself in the year 1346 to the masters and alumni from Paris University.

The Pontifex addressed in his letters to the doctrine of an illustrious Franciscan monk of English origin named William of Occam, who ran away several years earlier from the prison of Avignon, accused of heresy. He had been imprisoned for four years, until he could escape, and shought asylum in the court of Emperor Ludwig of Bavaria, who was at odds with Pope John XXII.

When the Emperor died, William wanted to return to the mission with his order and the church, so he traveled to Italy with his young novice to meet Bernardo Gui, who was the head of the Inquisition at that time in that region, and, ultimately, the representative of the Pope.

However we cannot know for certain whether William achieved his goal. Only the testimony left by his disciple years after the events happened, in a collection of scrolls; where those amazing and terrible events that happened during the week William and him spent in the Abbey the meeting was scheduled were described.

The testimony of the story you are about to revive...

REQUIREMENTS

This game works on Windows, Mac OS X and Linux.

You need to have **Java** installed and updated in your system. Double-click on the file **AbbeyExtensum.jar** to execute the game.

BASICS

F1: Toggle between full screen and window mode

ESC: Pause / menu

Enter: Show map (when available)

Space: See the next sentence in a conversation (only during cutscenes)

CLASIC MODE

Right / Left: Turn

Up: Walk

Down: Make Adso walk in the direction you are facing.

DIRECTIONAL MODE

Right / left / up / down: Walk in the direction you choose

Right click: Turn to mouse pointer

W: Walk in the direction you choose

Left click: Walk in the direction of the mouse pointer

SPace: Move Adso.

ADSO

You can control Adso, but only in the same screen William stands. While pressing **Down**, Adso will walk in the same direction William is facing, unless an obstacle is in his way. To pick up objects, you just need to stand in front of them. Some objects must be picked up by William, and others by Adso.

The elements on screen are the following:

1.**William of Occam**: the character we control.

2.**Adso of Melk**: William's novice. At certain points of the game, we will have to guide him to solve some situations.

3.**Inventory**: Objects the player currently has.

4.**Day**: The game takes place along seven days, the time frame we have to solve the investigation.

5.**Hour**: Every day is divided into night, prime, terce, sext, none, vespers and compline.

6.**Obsequium**: Gauge that will decrease every time we are reprimanded for breaking some rule. If the gauge empies, the game will be over.

7.**Oil**: Gauge that shows the amount of oil in the lamp. Every day at dawn the lamp will be discarded if used, and a new one must be obtained.

8.**Abbot**: Shows if the Abbot is sleeping in his cell.

9.**Alternate camera**: When this icon appears, we can see what's happening in other places of the abbey if we stand still for a while.

Note: elements 7, 8 and 9 can be deactivated from the game menu, using the option **show extras**.

Pressing **ESC** we will pause the game, and the menu appears. Available options are:

- Continue playing

- Load and save up to 7 games

- Activate or mute sound (effects and ambient sound)

- Activate or mute music

- Restart game

- Show extras (elements 7, 8 and 9 from the previous section)

- Exit game

Options **Restart game** and **Exit game** will discard all unsaved progress.

At some points in game we will see cutscenes that reinforce parts of the plot. We will have no control over our characters while those are active.

1.When a cutscene is active, the game area will display a black border.

2.Character that is speaking.

3.When this indicator is visible, pressing **space** the next sentence will be shown. Use it if you don't want to wait for it advancing automatically.

CONTACT

Contact us if you have any comments, questions or problem related to the game.

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This is our homage to a golden age made of nutella sandwiches, marbles games, trips to mysterious sites, discovered feelings, coming out and play, good music and good movies. Where videogames were magic made of dots in a screen which changed our life for ever. This led to this game we've humbly tried to reinterpret.

A time and way of understanding life. You might call it nostalgia.

Left to right: Manuel Pazos, Juan Delcán, Daniel Celemín (Retro Barcelona 2014)

Based on the game "**LA ABADÍA DEL CRIMEN**" (The Abbey of Crime)

created by Paco Menédez and Juan Delcán in 1987

http://www.abadiadelcrimenextensum.com

PROGRAMMING

Manuel Pazos

GRAPHICS

Daniel Celemín

MUSIC

David Cañadas

LOADING SCREEN

Antonio Giner and Daniel Celemín

FINAL SCREEN

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Christian Catalán

TEASER VOICE OVER

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TRANSLATION

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TESTERS

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Augusto Ruiz

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From Daniel Celemín:

I would like to thank my whole family, for bearing my ups and downs, my wife Emma, my two sons, that haven't stopped singing the teaser tune since we made it, and tested the game... Sandro, "press Z", and Hugo: "No"... Thanks Dani for working at the beginning of this idea... and Manuel, because I finally won him over, and he agreed to work in this project!!!... I've spent so many years making this game that I would have to thank all of the people who have shared this time with me... but I don't have the space. Thank you.

From Manuel Pazos:

To my wife, Raquel, and my children, for letting me invest my scarce spare time in this project, instead of spending more time with them.

To my brother Javi, for always being there, listening to my ramblings, sometimes not understanding what I was telling him.

To Antonio Giner for going along with me and helping me putting and removing some stones from the abbey's walls.

To VIGASOCO, for his excellent work.

To José Antonio Morales for always attending me with a smile, and lending me the original game cover.

From both:

To Paco Menéndez and Juan Delcán for creating **The Game**.

To Jaume Esteve and Enrique Collinet for their help.

To our friends, colleagues, acquaintances and followers, who have supported us all these years and to Retroworks members for their comments.

In memoriam Paco Menéndez

"Genius die in the shadows, not knowing of their magic"

In memoriam Umberto Eco

Unknowingly, his work left his mark on a whole generation.