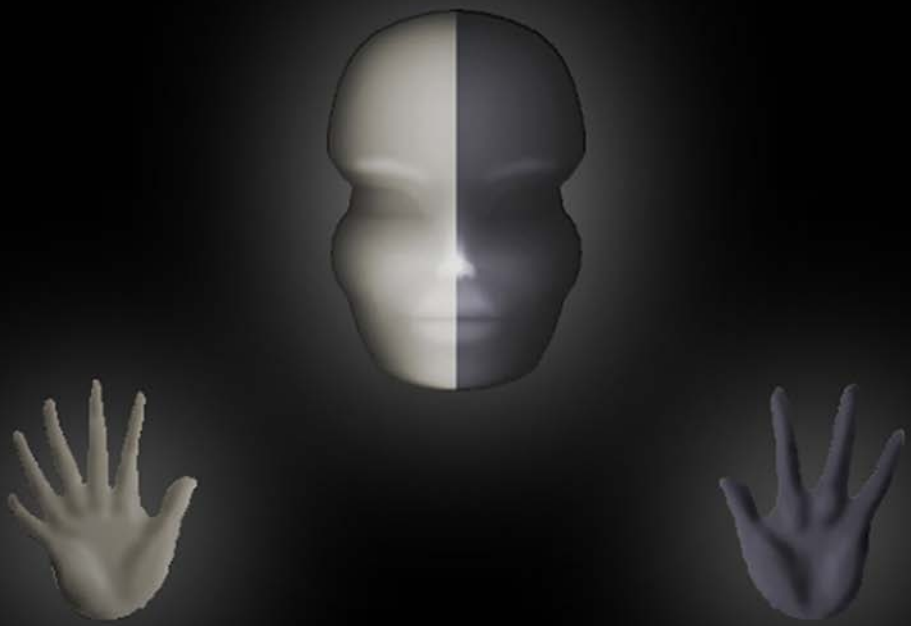
A SECOND FACE



THE EYE OF GELTZ IS WATCHING US

A SECOND FACE - MANUAL CONTENTS
"THE EYE OF GELTZ IS WATCHING US"

Contents	Page 1
Ode to Geltz	Page 2
City Map	Page 3
Locations	Page 5
Main Characters	Page 7
Gameplay	Page 10
Keyboard Shortcuts	Page 11
Mouse Actions	Page 11
Dialogs	Page 12
Savegame Management	Page 13
Skipping Cutscenes	Page 13
Hints & Tips	Page 14
Cult Glossary	Page 15
Copyright Notice	Page 16
Credits	Page 16
Support The Author	Page 16
Contact	Page 16

ODE TO GELTZ

In a time
When light is dim,
Darkness reigns in the minds of all creatures,
Who lose themselves in the daily grind.

Nothing moves,
Everything stands still
In stagnant decay.

Meaninglessness remains,
Soaked in hatred
And in the grip of power.

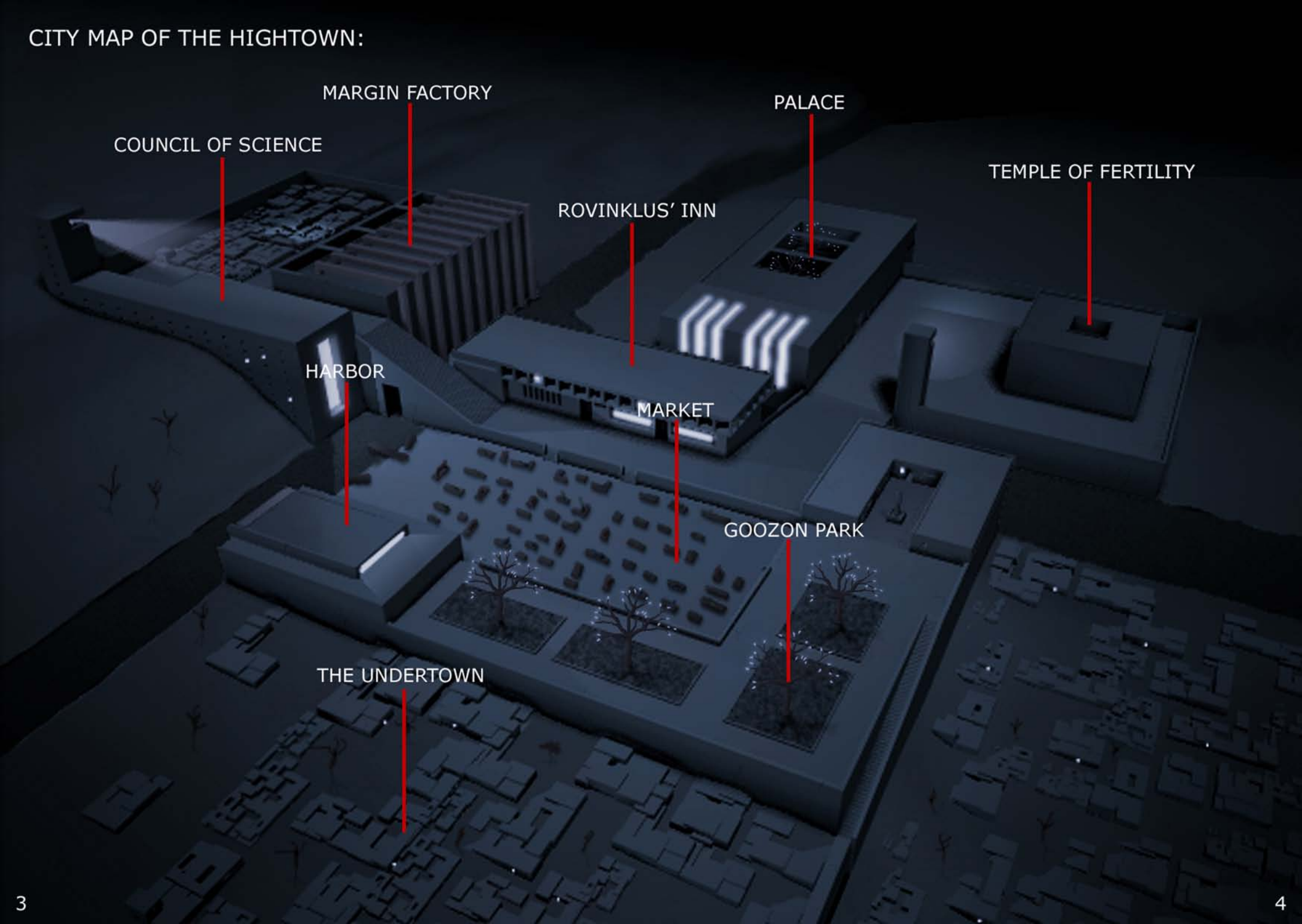
Only he who breaks through the barrier
Can see into the world
To which we are blind.

He walks in the light,
Over fertile ground,
And he must travel beneath
To reveal a second face

A realm,
Of both light and shadow.
Only when both reign,
Can there be unity.

When we walk like this,
We know always,

„The Eye of Geltz is watching us"


CITY MAP OF THE HIGHTOWN:
MARGIN FACTORY
PALACE
COUNCIL OF SCIENCE
TEMPLE OF FERTILITY
ROVINKLUS' INN
HARBOR
MARKET
GOOZON PARK
THE UNDERTOWN

LOCATIONS

PALACE

The palace is the domicile of the royal family. The great Ugk, his favourite sons and his concubines live in the palace. The administrative area of the palace consists of the main entrance and the throne room, where Ugk makes important decisions for his dark realm. The living quarters can be accessed through a large atrium full of Goozon trees, which provide the area with light. This zone is followed by a large refectory, that is used for conferences and meals. The palace is heavily guarded and restricted to members of the royal family, their servants, guards and scientists of the Council of Science.

COUNCIL OF SCIENCE

The Council of Science represents the administrative and scientific center of the Ugeltz political system. The most important member of the council is its leader Brafok, but many other scientists and even students work and study at the council. The administrative area of the council stores information about every single person in the realm, which is gathered by the council's secret service. Apart from this there is a large laboratory, where Brafok researches new knowledge, which is immediately transcribed into books by young students at the library. A large conference hall hosts the meetings of the best minds of the dark realm.

TEMPLE OF FERTILITY

The temple is the most ancient building in town. It was built thousands of years ago and it has been preserved in good state considering its long time span. The main room contains a large statue of Geltz, who is the god of fertility. He built the temple long ago with his fertile power. Sexual rituals are held in the temple, restricted to all but the upper class and their slaves. The most important ceremony is the so called "Festival of Fertility", which is held when the Eye of Geltz watches us with half-opened eye.

MARKETPLACE

The centre of the Hightown consists of a large market, open for people of all classes. Slaves, goods and food can be purchased here. This area allows for communication between the upper class and the lower class, who live in the Undertown.

ROVINKLUS' INN

The tavern near the marketplace is run by Rovinklus. People from the upper and the lower class meet here for a drink, but usually keep to themselves. Rooms can also be rented for a night. These offer a nice view of the market and the city, while Rovinklus always keeps an eye on his guests.

MARGIN FACTORY

Margin, one of the most important resources in the realm, is produced in this factory. Being the only factory in the realm makes it a building of major importance. Through enormous pipelines, Margin is pumped from the ground into large metal cylinders, where it is refined and is finally used as currency. The more Margin one possesses, the better are one's chances of reaching upper class society.

HARBOR

The Hightown Harbor is situated on the banks of the Gork river. Small boats and ships are allowed to dock there and bring their goods directly to the marketplace. This makes the harbor an important economic connection point. Fishing is allowed in this area and usually the fishermen sell their fish directly after catching them.

GOOZON PARK

The establishment of Goozon Park was funded by the royal family. It was meant to show the people of the Undertown the beauty of the Hightown, and how well the administration works. The park is maintained continuously, however, few people visit, because it is said in the Undertown that anyone who enters the park will suffer misfortune.

THE UNDERTOWN

The lower class lives in the Undertown: a place of danger. Prostitution, crime and drugs rule the scene, so one should think twice before entering this zone. Members of the upper class rarely visit the lawless Undertown, because they simply don't know if they would return.

MAIN CHARACTERS

THE MIGHTY UGK

Ugk used to be a mighty and charismatic leader, but those times are over. He became old and ill. All he does is sit in his throne room and wait for his end. He asks himself continuously why his realm is getting more and more polluted by decadency and crime. But now he thinks there might be an answer to his final question...

BRAFOK

Brafok is the most important person at the Council of Science. His work is his life. Though is morality may be questionable, no one doubts his genius. His vast knowledge of chemistry, physics and philosophy is legendary. If it only wasn't so difficult to talk with him because of his extraordinary arrogance...

RABBOK

Rabbok is one of Ugk's favourite sons. He is actually the youngest sibling and thus he spent most of his childhood at the palace, where he was educated by tutors. He soon proved to be a very intelligent boy. Although he is only a young man with little experience, his cleverness is the main reason Ugk has chosen to send him on an important mission.

KARGON

Kargon is the current head of the Margin factory. He monitors everyone who enters the factory to prevent the theft of Margin. There have been rumours that the source of Margin is depleted and that there won't be any Margin in future. The main question is, where to find a new energy source...

TORG

Torg is Rabbok's older brother and another favourite son of Ugk. He has already served his father in several quests and it is said that he is one of the mightiest fighters in the whole realm. His name is widely known and feared. He has unlimited contacts and friends in the city, so he too is well suited to the challenges of the mission set by his father.

MANDOR

Mandor has served many years at the palace. He is small and meek, but he has learned much about administration, which makes him a valuable resource. His roots lie in the Undertown, but he has served the upper class since he was a young boy. In his old age he is the main servant of the mighty Ugk, and is now the only person that Ugk can trust.

DR. GROGOZ

Grogoz calls himself a medic, one who is able to heal all known injuries. In reality he is just a quack and a swindler who wants even more Margin than he already has. He lives and works directly next to Rovinklus' Inn and pretends to be a friend of the well-known innkeeper. Maybe this is one of the reasons why the government hasn't yet curbed the doctor's dark ambitions.

ROVINKLUS

He is the innkeeper of the Rovinklus tavern and guest house. Like every innkeeper he knows a lot about what is going on in town. But you can see in his eyes, that he is evil-minded. Is it possible to trust a person who serves both the upper and lower class?

TROF

Trof sells a range of merchandise and is a well known trader in the city. He has become quite wealthy through buying and selling goods. He may have something that is of interesting to you...

GAMEPLAY

"A Second Face" is a "point and click adventure game". In this game you have to solve small puzzles that are part of a larger plot by using a Verbcoin interface. You can activate the Verbcoin by clicking the right mouse button whenever the mouse pointer is placed on an object or character. This interface will appear directly next to the mouse cursor.

The Verbcoin is divided in different interaction areas that are called "look", "speak/taste" and "use/take" depending on the body part shown. To interact with the chosen object you keep the right mouse button down and move the mouse over the desired interaction area. Release the right mouse button to activate the interaction.

Use your left mouse button to move Rabbok around the screen. If Rabbok has to hurry, you can double click the left mouse button to make him run. Rabbok will always do what Geltz wants.

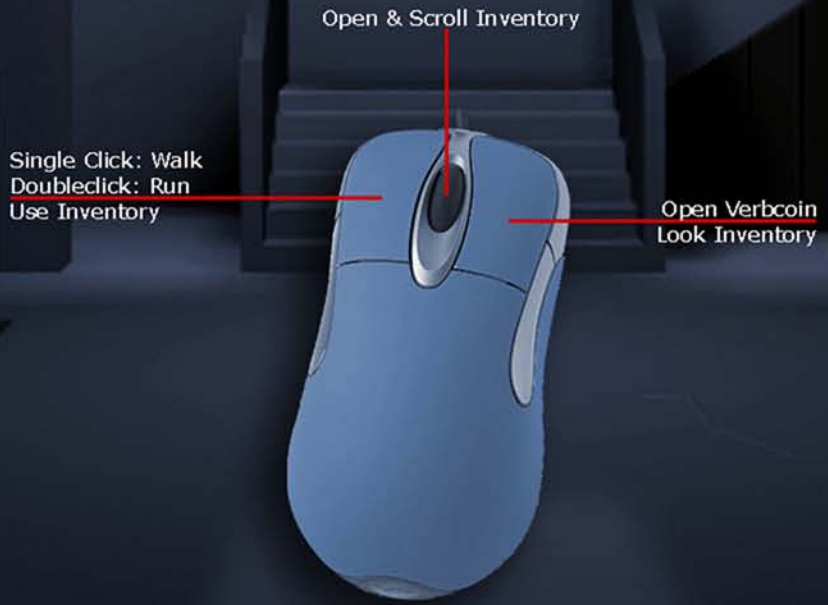
INVENTORY

All objects Rabbok is currently carrying are displayed in the inventory, which can be accessed with the middle mouse button. Left click an inventory item and leave the box to use it on another object. Right click an inventory item in order to examine it. If you don't have a middle mouse button simply use the spacebar in order to access the inventory.

Geltz will decide if you are successful.

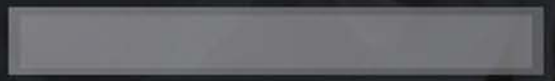
KEYBOARD SHORTCUTS

MOUSE KEYS



DIALOGS

Whenever you talk to a character in "A Second Face" you will see this box appearing at the bottom of the screen.



This is called the "Topic-Box".

All you have to do now, is enter the topic you would like to discuss with the selected character. You should only enter one word at a time. Let's say you want to ask the character if he knows what your mission is about. In this case you just have to enter the word "mission" in the Topic-Box. The Topic-Box understands more than a thousand words including synonyms and multiple languages. So instead of writing the word "mission" you could also write the word "missions" or "quest". The character will react the same, whether you enter "mission" or "quest". If a given topic is not understood, the Topic-Box will shake from left to right.

The Eye of Geltz is always watching you. To please your god you need to properly greet your interlocutor in order to finish the conversation. You can do so by entering a farewell remark, such as: "cheers", "goodbye", "exit", "Honor to Geltz" or something along those lines.

SAVEGAME MANAGEMENT

Pressing the escape key will bring up this menu in the centre of the screen:

You are given the choice to save the current game, load a previous position, quit the game altogether or continue playing where you were by hitting escape again.

Simply click the save button to go to the savegame dialog. Enter a description for the savegame and you' ll automatically return to the game after the game has been saved. If you want to overwrite an existing savegame click on a savegame in the list and enter a new description for it. You can restore a saved game at any point by clicking the load button. Just pick the game you wish to load by clicking on it and you will be returned to the position at the time that game was saved.

Press the quit button to leave the game. The game will request your confirmation (I don't want you to leave the game accidentally)... Choose "yes" to leave the game and
Return to the operating system.

CUT-SCENES

The save/load box can not be accessed during a cut-scene. Pressing the escape key during a cut-scene will have the effect of skipping it. Don't do this the first time you see a given cut-scene, or you might lose important information.

HINTS & TIPS

Warning:
The following part of the manual contains information that may help you to solve a part of the game. If you absolutely don't want any help, you shouldn't read this page.

Like in almost every adventure game you should try to take every item that seems to be interesting and talk to any person that might look helpful.

"A Second Face - the Eye of Geltz is watching us" is not a linear adventure. So if you get stuck you shouldn't insist in solving this puzzle. Just try to walk around and to solve other puzzles, that may help you with the first one.

Every main puzzle can be solved in multiple ways. So if you think that you can't find a solution for a puzzle, maybe you will find another one at a certain point. Replay the game, after you finished it. Maybe you will be surprised.

Try to think logically: The game starts with a scene that shows the mighty Ugk and his two favourite sons. Ugk tells them something about a realm of light and a task. He also mentions a certain Brafok at the Council of Science.

Maybe now it would be logical to look for Brafok. Perhaps he can tell you more about your quest. But surely Mandor, the main servant of Ugk, might have some interesting information too.

Whatever you do, always make sure to have pen and paper ready, so you can take note of names and locations. The game won't make notes for you by telling you what you have to do next.

You are all alone.

But the Eye of Geltz is watching you.

CULT GLOSSARY

Ugeltz: The name of the dark people. Ugeltz literally means "Sons of Geltz". The Ugeltz culture is more than several million years old, but has not reached the industrial stage, yet. The Ugeltz have simple machines, boats and a reasonable medical knowledge. The basic structure of their society is built on a rigid hierarchy. Women have not much to say. A small upper class rules over a much larger lower class. Slaves, which are taken from the lower class, serve the upper class without any choice in the matter. A strict military system tries to prevent subversive behaviour.

Geltz: The god of fertility. He is half man, half woman. Geltz is the father and mother of the Ugeltz people. Millions of years ago, he came to the planet of two faces and saw the darkness on the land. Pleased with this, he gave life to a couple of dark sons and daughters and called them Ugeltz. He finally built a temple in his honor with his own hands and left a statue of himself in it. Eventually he floated away into the sky. However, he keeps his half opened eye on his sons and daughters, so that nothing may happen to them.

Margin: Margin is the main energy source of the Ugeltz. It is found deep beneath the surface and has to be refined in a factory. Margin is black, somewhat liquid and has a very strong smell. It is highly flammable. Margin is also used for payments.

Festival: Every year the Ugeltz hold a big ceremony: "The Festival". It is held at the Temple of Fertility to please Geltz, its god. Only couples may enter the Temple of Fertility, because that is the wish of Geltz. The ceremony is limited to the upper class and their slaves.

Goozon: Goozons are large trees. The juice of its fruit contains a glowing substance that provides the city with light.

Krotis: An Ugeltzian measure unit. A "Krotis" is equal to 1.7436 Inches.

Moltz: An Ugeltzian time unit. A "Moltz" is equal to 1.3243 Seconds.

Honor to Geltz: The standard greeting in the Ugeltz realm. It is equivalent to "good day".

CREDITS

VISUAL ARTWORK / STORY / SCRIPTING / SOUNDS	Le Woltaire
TRANSLATION:	Katharina Wallisch / Sinitrena / Javier Kohen
PROOF READ:	Alasdair Beckett
MUSIC:	Carl Orff
TESTING:	Javier Kohen / Peder Johnsen / Katharina Wallisch
VOICES:	Uljana Peters / Le Woltaire / Katharina Wallisch

COPYRIGHT:

"A SECOND FACE - The Eye of Geltz is watching Us" © 2008 Le Woltaire

"A SECOND FACE - The Eye of Geltz is watching Us" IS A FREEWARE GAME. PLEASE DISTRIBUTE IT AS MUCH AS YOU CAN WITHOUT LIMITS AND COSTS. IF YOU ARE READING THIS AND PAID ANY MONEY FOR THIS GAME YOU SHOULD SEND ME THE ADDRESS AND NAME OF THE PERSON YOU RECIEVED THIS GAME FROM.

"A SECOND FACE - The Eye of Geltz is watching Us" MAY NOT BE MODIFIED IN ANY WAY. ALL CHARACTERS, BACKGROUNDS, DIALOGS AND THIS DOCUMENTATION ARE EXPLICIT PROPERTY OF LE WOLTAIRE. THEY MAY NOT BE USED IN ANY OTHER GAMES, FILMS OR STORIES WITHOUT MY PERMISSION.

SUPPORT THE AUTHOR:

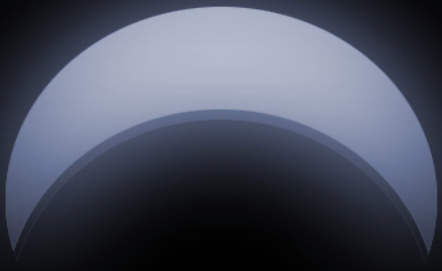
THE MAKING OF THIS GAME WAS VERY HARD FOR ME AND THE OTHERS. IF YOU HAVE THE POSSIBILITY TO SUPPORT US THE GAME THROUGH DONATIONS, HOSTING OR LINKING TO THE GAMES WEBSITE PLEASE DO IT.

"A SECOND FACE" WILL SOON BE CONTINUED AND THERE ARE OTHER ADVENTURE GAMES TO COME. PLEASE SUPPORT ME AND SUPPORT THE ADVENTURE UNDERGROUND.

VISIT: http://faces.sitesled.com

CONTACT:

le_woltaire@yahoo.de http://spectrum.sitesled.com



The Eye of Geltz is watching You