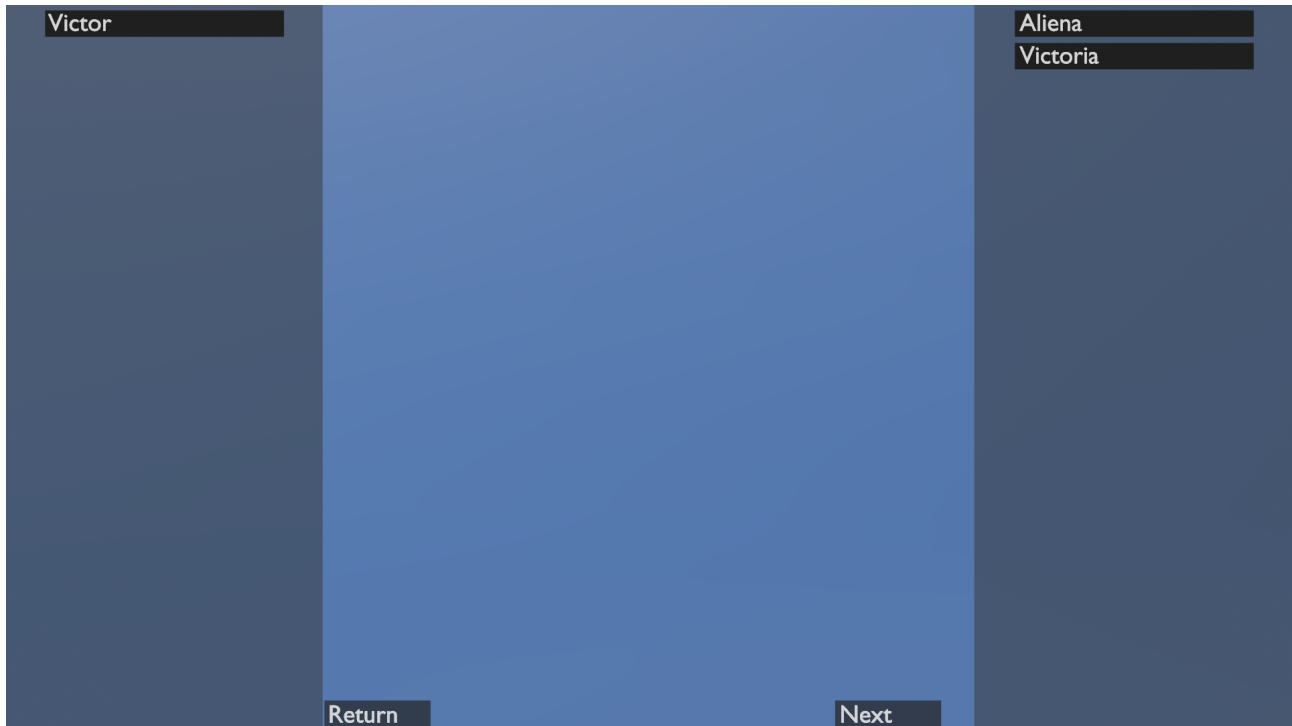


# Land of Desire – Game Manual

Main Menu: Not much to write here. You can access the options menu where you can choose sound volume, resolution, and some graphical options.

Character Selection Menu:



Listed here are the characters located in the 'Exported' folders within 'Characters/Male' and 'Characters/Female' within the game files. These characters are currently .json files located in the aforementioned folders, created by the game's character editor, which is a separate program.

While the buttons are not responsive, they are functional.

Scene selection menu:

Here are the scenes in the 'Scenes' folder. These scenes are .blend files. If you want to create your own scenes, you'll need to model them by hand and save them in the 'Scenes' folder in the Blender/UPBGE (.blend) format. Importantly, when creating scenes, you'll need to import the markers found in the 'animations.blend' file (only the markers, not the rest) and place those markers in the areas where you want the animations to play.

That is, place the 'bed/floor' marker above the bed or floor. Don't duplicate or copy any markers. You can't have multiple beds or floors to play the animations, just one. The same goes for tables. Place the 'table' marker on the table (or the closest thing available) in your scene; don't duplicate it.

Also, don't modify the size, shape, or scale of the markers. You can change their location and rotation.

If the "Start Game" button doesn't appear in the bottom right corner of the character editor, it's because you're missing something. To activate this button, you'll need to choose a male character, a female character, and a scene.

Once you launch the game, it will take a while for everything to load. There are no loading screens in this version. So you'll notice that everything seems to freeze while the game loads.

Game scene:



With the right mouse click, you can hide or show the HUD.

When showing the HUD, you can choose some of the options explained below. Hiding the HUD allows you to move the camera by moving the mouse and using WASD. At any time, you can roll the mouse wheel to control the intensity/speed of the animations.

1) Clothing Visibility. Clicking these buttons hides/shows the clothing.

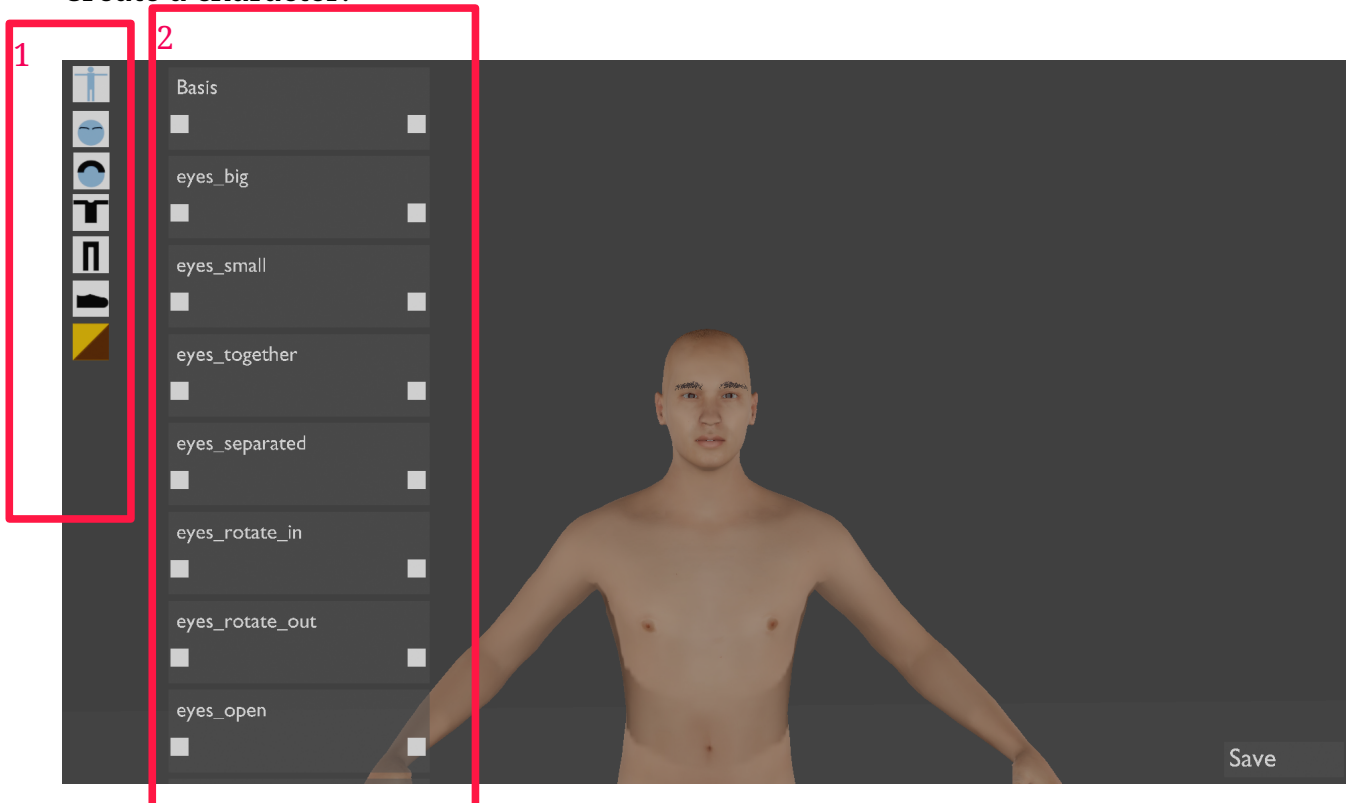
2) With these buttons, you prevent the man or woman from moaning, respectively.

3) Here you can choose the animations/poses you want them to perform. These are created in the 'animations.blend' file as NLA. This file is located in the 'Characters' folder.

4) As the characters 'make love,' blue bars (for the man) and pink bars (for the woman) will fill, representing each character's arousal. When these bars fill, both characters will have an orgasm, and arousal will reset.

You can exit at any time by pressing 'Esc'. This will close the game immediately.

Create a character:



1) With these buttons, you can choose which part of the character you want to work on.

1) Character shape: thinner, fatter, close-up eyes, far-away eyes, etc. Click on each white square button to increase or decrease the amount.

2) Nothing, I forgot to remove it.

3) Hair: you can only click and load one head of hair.

4, 5, and 6) The same applies to clothing on the torso, legs, and shoes, respectively.

7) Skin color, eyes, and eyebrows.

When you're done creating the character, click the 'Save' button in the bottom right corner.

## Save character

Name:



Here you can enter the character's name. Be careful not to name it after another character, or it will overwrite it without prompting. Characters are saved in the 'Exported' folder as .json files.

To exit the editor, press 'Esc'.