📘 *The Librarian's Last Request*

🎮 User Manual – Version 1.0

Developer: Tay (@taysbookbabel)
Engine: Unreal Engine 5
Genre: Puzzle / Escape Room
Platform: PC

📦 1. Installation

✅ Minimum System Requirements

- **OS**: Windows 10 (64-bit)

- **Processor**: Intel Core i5 / AMD Ryzen 5

- **RAM**: 8 GB

- **Graphics**: NVIDIA GTX 1050 Ti or better

- **Storage**: 5 GB available space

- **DirectX**: Version 12

🔧 Setup Instructions

1. Download the game archive from the official source.

2. Extract the files to a preferred location on your computer.

3. Open the extracted folder and run `LibrariansLastRequest.exe`.

4. Optional: Right-click and choose "Run as Administrator" for best performance.

🕹️ 2. Controls

Action	Key / Button
Move	W / A / S / D
Look Around	Mouse
Interact	E
Toggle Flashlight	F
Inspect Item	Left Click
Exit Inspection	Right Click / Esc
Crouch	Left Ctrl
Pause / Options	Esc

Controller support is experimental.

🧩 3. Game Objective

You awaken in a dark, forgotten library. A single book under a spotlight rests on a podium before a row of towering bookshelves. You must:

- Investigate the **spotlight-lit podium book**

- Solve puzzles linked to hidden books and clues

- Discover what the **final locked door** is guarding

- Escape before the timer runs out.

🗺️ 4. Room Layout

- **Starting Point**: Player faces forward toward the central podium.

- **Podium (Center)**: A book under a spotlight—this is the first clue.

- **Bookshelves (Back Wall)**: Line the rear of the room; some books are interactable.

- **Final Door (Opposite Wall)**: Locked. Opens only after solving the puzzle linked to the book.

- **Hidden Cues**: Light and sound draw attention to key objects.

💡 5. Gameplay Tips

- **Look Around Slowly**: Audio and lighting cues reveal secrets.

- **Interact Often**: Books, walls, and objects might trigger hidden mechanics.

- **Flashlight Use**: Red hues or hidden text may require illumination.

- **Order Matters**: Some books must be interacted with in the right sequence.

- **Sound Feedback**: Use headphone audio cues to follow ghostly whispers.

🎨 6. Accessibility Options

- **Subtitles**: Enabled for environmental audio cues.

- **High Contrast Mode**: Optional post-process toggle for visual accessibility.

- **Adjustable Font**: Inspectable text is scaled for readability.

- **Colorblind Filter**: Available in Settings > Visual Aids.

🛠️ 7. Troubleshooting

Problem	Solution

Game won't launch	Check system specs, run as admin
Can't interact with objects	Face the object directly and press **E**
Flashlight doesn't turn on	Make sure battery/item isn't required (if implemented)
Puzzle won't progress	Revisit previous steps; puzzle may reset on error
FPS is too low	Lower resolution and effects in settings

🎯 8. Credits

Lead Developer: Tay
Design, Story, and Art: Tay
Built With: Unreal Engine 5
Community Support: Special thanks to friends, testers, and the dev community.