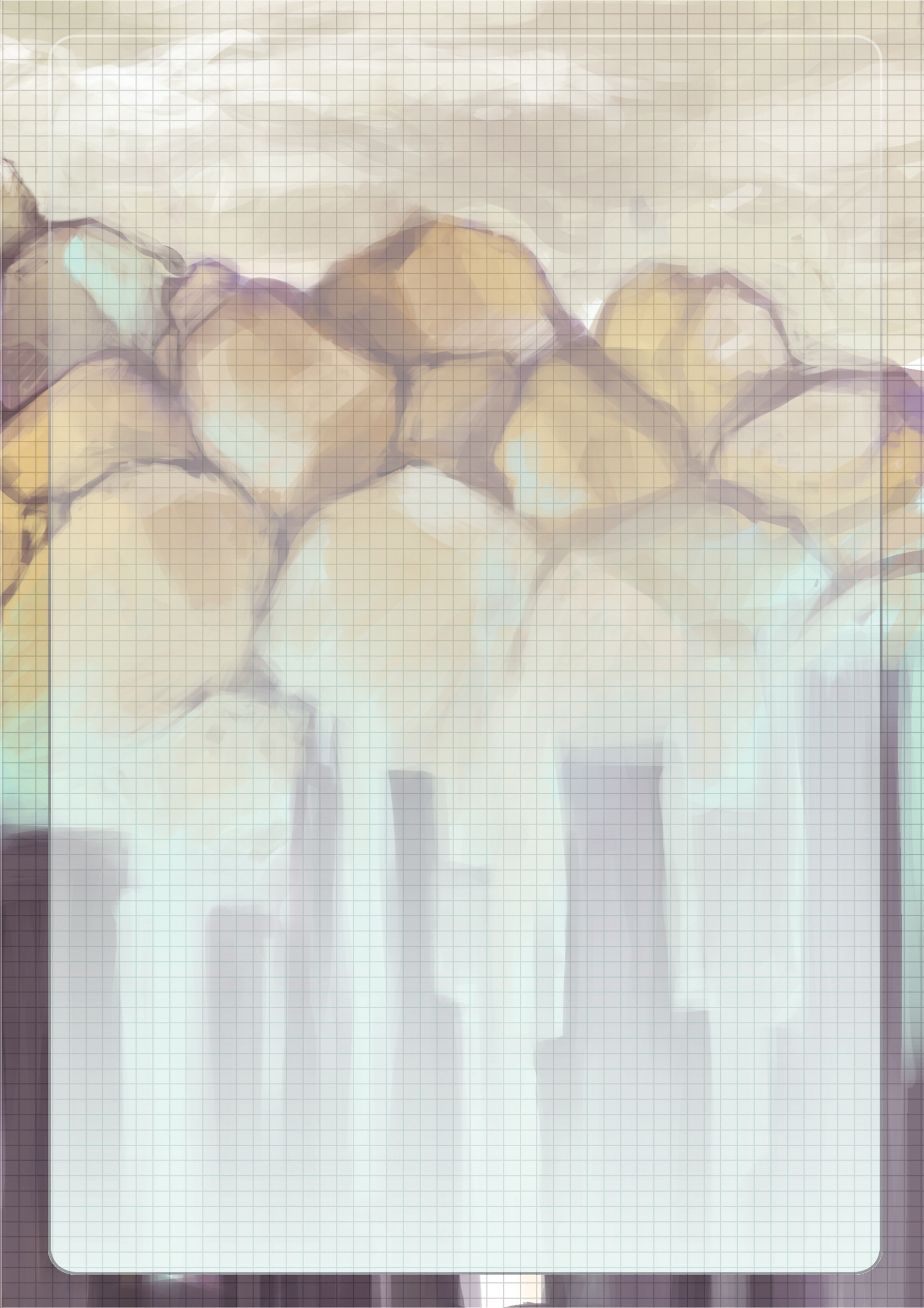
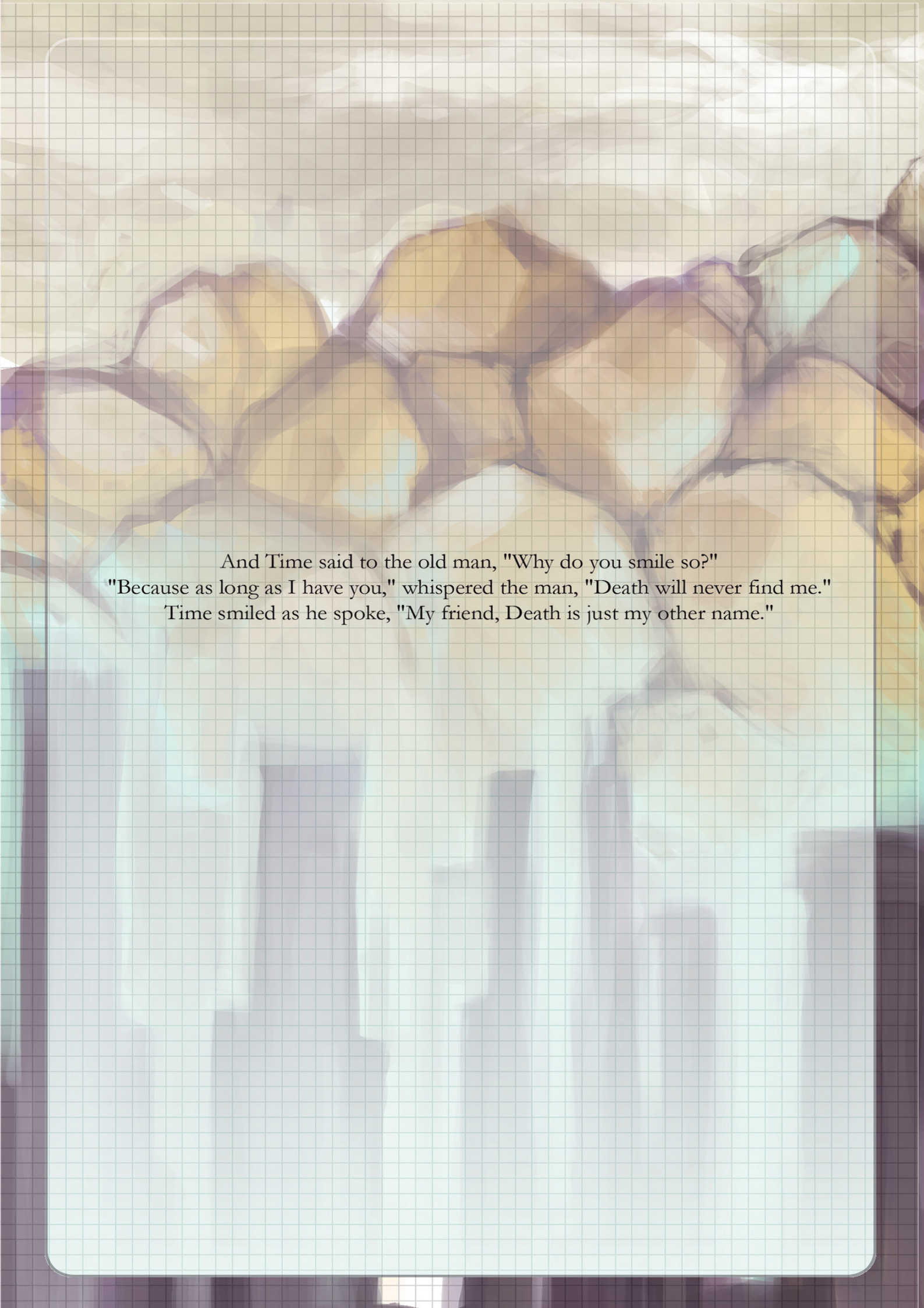


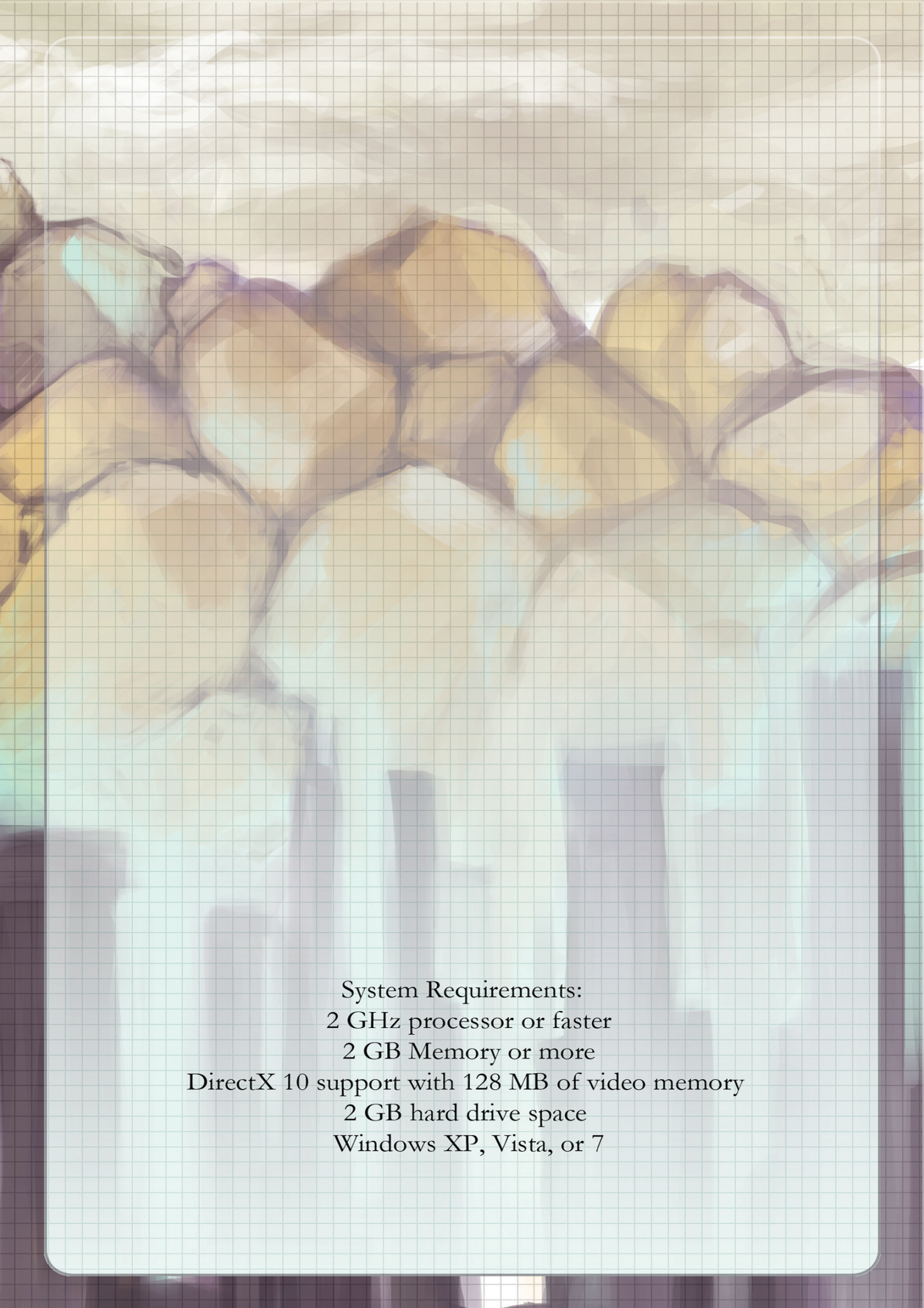


Lonestar





And Time said to the old man, "Why do you smile so?"
"Because as long as I have you," whispered the man, "Death will never find me."
Time smiled as he spoke, "My friend, Death is just my other name."



System Requirements:
2 GHz processor or faster
2 GB Memory or more
DirectX 10 support with 128 MB of video memory
2 GB hard drive space
Windows XP, Vista, or 7

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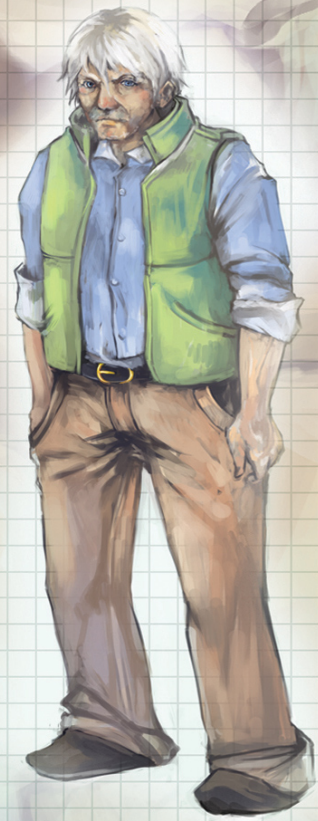
Introduction

When an old man tries to take his own life, he discovers that he has the power to travel between two worlds whenever he dies.

This is the beginning of a journey through memories and dreams, to find meaning in his troubled past. You must use the man's power to guide him through puzzles and challenges, reaching doorways to continue his journey.

Characters

You control the man, an old soul consumed by guilt and regret. The man has the ability to travel between worlds when he dies, allowing him to reach places that would otherwise be impossible.



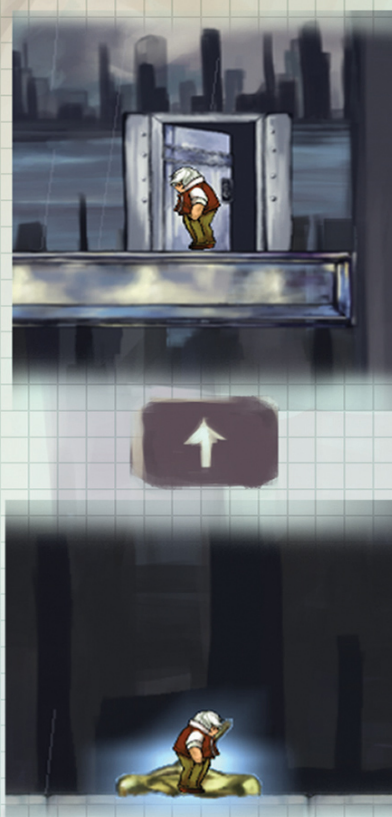
The woman and the man were in love a long time ago. Now she haunts his dreams and memories, driving the man onward in his journey.

Controls



move the man

climb or descend



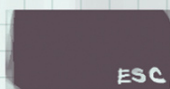
activate



jump



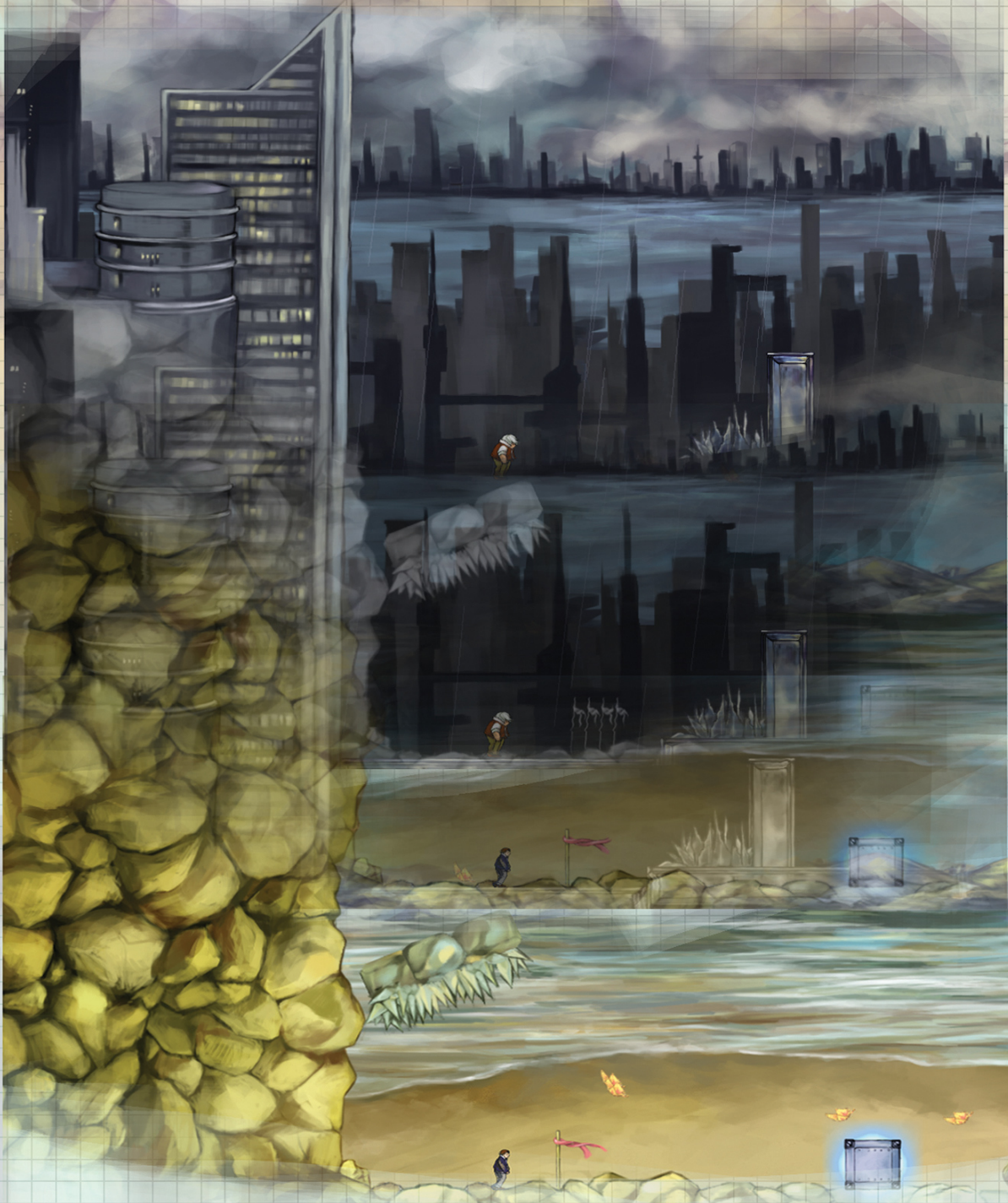
peek into the other world



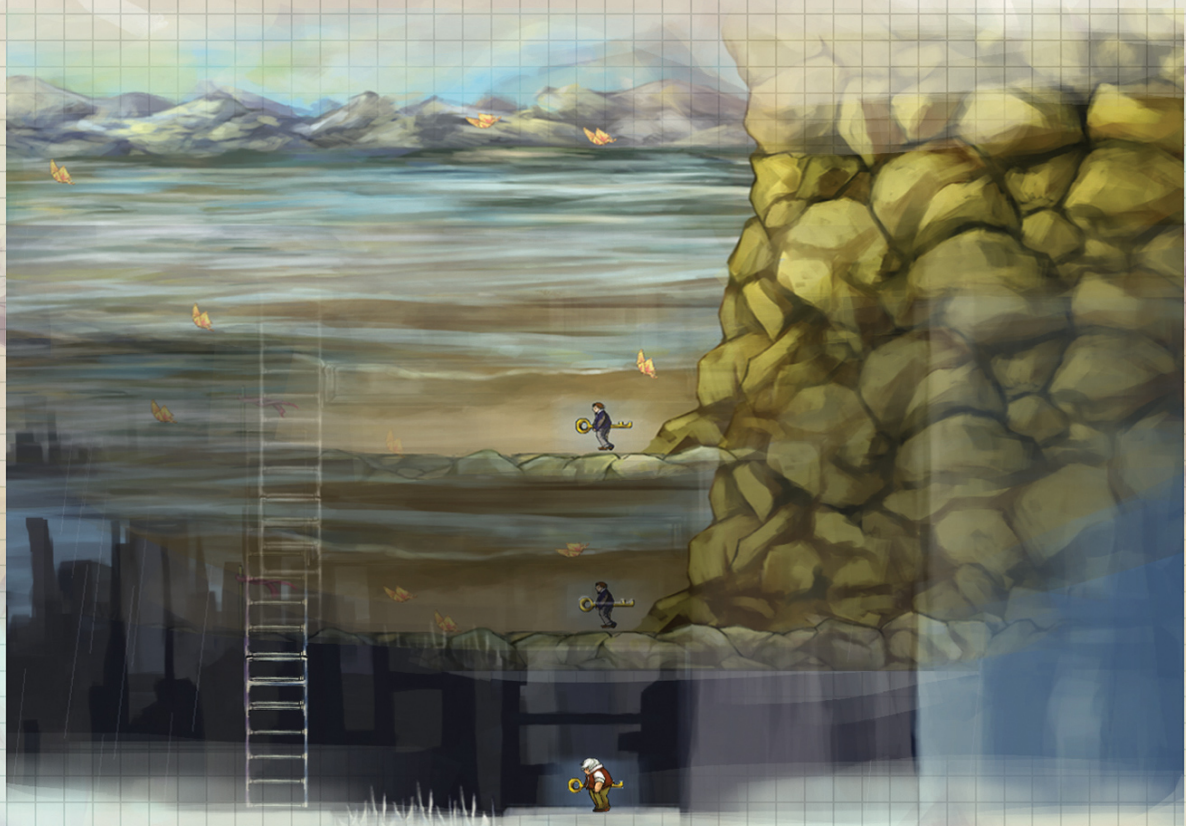
toggle menu

Gameplay

The game takes place in two worlds that exist in the same location. When the man dies in one world, he travels into the other.



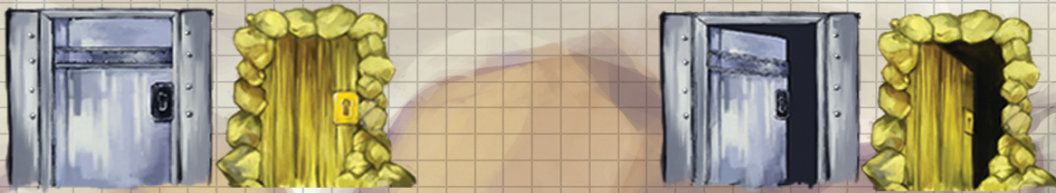
While the man exists in one world, the other world is frozen in time, with positions and velocities of objects preserved.



Certain objects transcend worlds, following the man into the other world each time he dies.



The man must enter a door at the end of each level to continue his journey.



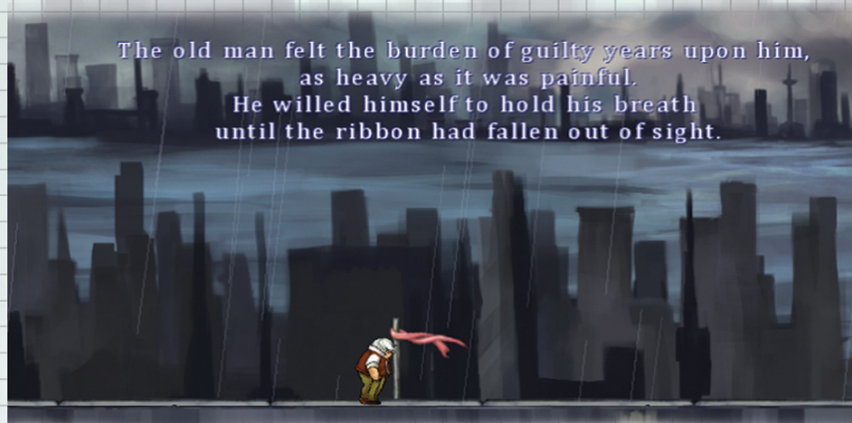
A locked door cannot be entered until it is unlocked with a key, a button, or a lever.

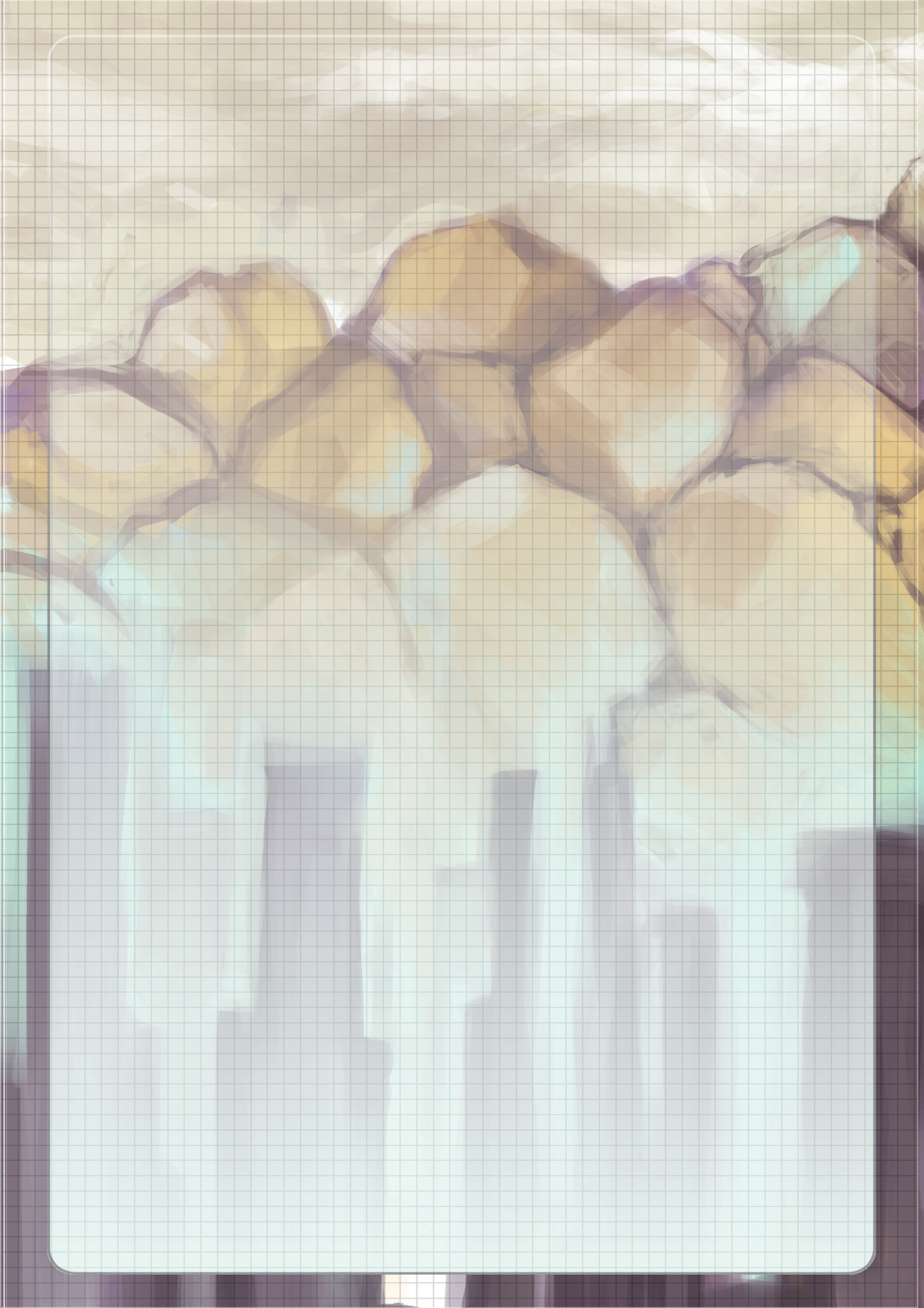


Often, to reach the door, the man will need to travel between the worlds. He does this by dying - coming into contact with deadly spikes, or falling from a great height.



The man will encounter memories on his journey, which become visible when the man approaches a memory marker.







Credits

Grand Supreme Programming Director in Chief:

Chuck Moyes

High Regal Master of Programming:

John Oliver

Premier Lead Executive Director of Art:

Crystal Ngai

Sovereign Noble Lord of Music:

Sixing Chen

Lead Leader of Leadership and Arbiter of Ridiculous Titles:

Matt Blair



Lost Pigeon Studios