KADABRA GAMES

CHANTILLY



A BUTLER’S COMPANION

ILLUSTRATED PLAYER’S MANUAL

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Covers the September 24 corrected Linux demo, from the arrival of the guests to the dinner-room ending. The Windows and macOS downloads are earlier editions; their presentation and some interactions differ. The prose in this handbook is editorial guidance, not additional story canon.

FOREWORD

Enter the world

The house has been prepared. The drawing room awaits company; the dining room awaits dinner. Eight guests are expected, and someone must see to their coats. That someone is you. Whatever else Chantilly may have in store, the first obligation is perfectly clear: answer the door.

Chantilly is a point-and-click adventure about keeping an evening together as the household ceases to cooperate. You play the butler, moving through painted rooms, attending to arrivals and speaking with an unusually particular company. The comedy belongs to the contrast between what has happened and what good manners still require.

This book follows the playable evening without pretending that the demo contains the complete mystery. Read the opening chapters before you begin. The later chapters explain the guest search and its conclusion; leave those pages closed if you would rather discover the turn in the evening yourself.



From the world's cinematic artwork. Gameplay illustrations inside this book are labelled separately.

CHAPTER 01

I. Before the Bell

Prepare the game, then give the house your attention.

Install the complete household

Download the edition for your operating system from the Chantilly game page. Extract the whole archive into its own folder before launching. Keep the program beside its accompanying data folder and libraries: the executable is only one part of the game. Running it directly from inside an archive can leave the rooms and voices unavailable.

For Windows, use Extract All and launch the game program in the extracted folder. On Linux, extract first and use the supplied launcher if one is included; otherwise launch the native game executable from that folder. Keep a previous working demo in a separate folder when trying an update.

Begin a new evening

Choose New Game from the main menu. Allow the chapter title and fade to finish before directing the butler. The opening is a staged arrival sequence; a moment without movement during a title or speech is not an instruction to click faster.

Set the sound to a comfortable level before the first guests arrive. Spoken replies, the bell and footsteps carry useful information. Subtitles let you follow each speaker even when a reply overlaps the room’s ambience.

An evening, not a stopwatch

The house uses chapter events and an evening clock. Attend to the duty presently offered rather than racing a real-world ten-minute timer. Seven o’clock matters to the dinner transition, but the route is advanced through the actual guest and conversation tasks. You do not need to sit idle until your computer’s clock reaches seven.

CHAPTER 02

II. The Butler’s Hands

A clear click is worth a dozen hurried ones.



The drawing room. Original room art used by the game.

Walk before you act

Point to an accessible part of the floor and click to direct the butler. For a door or guest, use the relevant hotspot and allow him to approach. The destination and the action are connected: if he is still crossing the room, another click may replace the movement you just requested.

Painted furniture and the walking area are not the same thing. A cabinet may occupy a large portion of the picture without offering a walkable route through its body. If an approach is awkward, click open floor beside the target, then select the target again.

Read the cursor and the prompt

The pointer changes with the kind of interaction available. Doors, guests and offered coats have their own context. Look for an action name rather than assuming every attractive detail is a usable object. The current chapter determines what can be done with a person or location.

When a dialogue choice is visible, click the choice itself. A conversation panel is not floor space, and a click intended for a reply should not also become a walk order. Let each response finish so that the next set of choices has time to appear.

Move through the house

Use door and stair hotspots to change rooms. Pause on entering: establish where the butler stands, identify the return route and then look for the next interaction. This small habit makes the estate much easier to learn than clicking every edge of every picture.

The entrance hall is the natural reference point for arrival duties. The drawing room gathers the company; the dining room is the evening's destination. Other interiors become important when your duty changes from receiving guests to finding them.

CHAPTER 03

III. Eight Guests, Eight Coats

A complete arrival is a sequence of small courtesies.

Answer the bell

Begin at the entrance and answer the front-door interaction when the bell calls. Receive the pair and follow the greetings. Do not leave halfway through an exchange merely because someone has already crossed the threshold; the remaining reply or offer may still be part of the current arrival.

Arrivals are organized in pairs. You finish the practical duties for the people in front of you before attending to the next set. If the evening seems to have stopped, check the pair you are serving before searching distant rooms for an unrelated trigger.

One coat at a time

Accept an offered coat, carry it to the coat closet and put it away. Then return for the second coat. The butler carries one at a time: the refusal to take another while already holding one is useful feedback, not a broken pickup.

Complete the whole cycle for each coat. Taking it from a guest is not the same as storing it. An arrival can remain unfinished while a coat is still being carried, even when the guest looks ready to leave.

A reliable receiving order

Stay with the current pair until both coats have been stored and the exchange is complete. Use the closet as a repeated landmark: guest, closet, guest, closet. Once this becomes familiar, you can watch the guests and listen to their delivery instead of treating the sequence as a hunt for hidden buttons.

01. Answer the bell and let the pair enter.

02. Finish the available greeting.

03. Take one offered coat.

04. Store it in the coat closet.

05. Return for the other coat and store that one as well.

06. Let the arrival finish before answering the next call.

CHAPTER 04

IV. The Company

Learn the people without turning them into a checklist.



The dining room waits for the guests. Original room art.

Names at the door

The invited company is Lord Ambrose Veil, Lady Sabine Marrow, Mister Florian Knell, Countess Elowen Dusk, Professor Lucien Vale, Madame Coralie Thread, Baron Hector Glass and Miss Isolde Wren. Their names and replies are a better guide to identity than clothing color alone.

Listen for the particular way each guest meets a disturbance. Some reach for composure, others for a practical position or the promise of dinner. This handbook does not assign secret motives, relationships or guilt that the playable chapter has not established.

Before the change in duties

When receiving the guests is complete, follow the next prompt into the drawing room. The action Address Guests belongs to this gathering. It advances the evening; repeatedly re-answering the door will not substitute for addressing the company.

The game’s strange interruption changes what is expected of you. Give the sequence room to play. The resulting search is a new duty, not an invitation to repeat the coat routine from the opening.

Keep track of people, not guesses

A guest found and spoken to is not necessarily finished. The important outcome is the completed conversation and their instruction to go to dinner. If you are keeping notes outside the game, use a simple line for each name and mark it complete only after the final dismissal.

There is no need to solve a speculative murder board to reach this demo’s ending. Observe the mystery and enjoy the oddness; complete the actual household tasks displayed by the game.

CHAPTER 05

V. Restore the Evening

This chapter reveals the structure of the search after the drawing-room interruption.

Search methodically

Visit rooms in a repeatable order. At each entrance, first inspect the open floor and obvious hiding places, then look for a guest interaction. Approach the person rather than clicking repeatedly from the far side of the room. After speaking, return to the doorway you used and continue your circuit.

Treat a room as cleared only when you have checked it and dealt with anyone inside. If you leave halfway through a conversation, remember that the final send-to-dinner action may still be outstanding. Finding a person visually is only the beginning of helping them back into the evening.

Ask what the guest needs

The conversation offers supper and drink preferences, and a smoking preference for guests whose conversation includes that question. Ask the available questions and let the replies finish. Choices disappear as their answers are recorded; this is how the exchange moves toward completion.

Do not search for a missing smoke question when the guest's conversation does not offer one. Different guests have different sets of required replies. Continue with the choices actually on screen.

Send the guest to dinner

Once the relevant preferences have been recorded, choose Comfort and send to Dining Room. Wait for the guest's final reply and departure. The completed conversation is what advances the found-guest count.

If the same person appears to need attention again, check whether you left before the final exchange. Reassurance and a destination finish the task; simply asking about supper does not.

The useful question

When progress stalls, ask: have I completed this guest’s conversation, or have I merely found them?

CHAPTER 06

VI. Wishes for the Table

Dinner remains a practical problem even after an impractical interruption.



The gathered company in the playable drawing-room scene.

Supper

The guests choose between fresh monte genellion de plink and thyme with Lillums. The names belong to the game’s peculiar dinner conversation. Your job in this slice is to record the preference through the dialogue, not to discover a recipe or operate an unshown kitchen minigame.

Read the reply as part of the character’s response to the evening. The butler’s courtesy is the thread joining these encounters: each conversation restores an ordinary ritual in an increasingly extraordinary house.

Spirits and smoke

Ask the drink question when it is offered and respect the answer, including a refusal. A preference for none is still a completed answer. Where the smoking question appears, the reply can concern a cigar, a pipe or no smoke.

You are gathering wishes, not optimizing a numerical score. There is no advantage in clicking the same topic after it has been answered. Read the remaining options and allow the conversation to move on.

The notebook and the count

Use the notebook or duty information provided by your edition as a reminder of the appointment: dinner is served at seven o'clock. The found-guest count is the practical measure of the search. Eight guests must be accounted for before you treat the gathering as complete.

The list is a record of household work, not proof that a later deduction system has been solved. This distinction matters at the ending: reaching dinner completes the demonstrated slice, while the larger story is still being made.

CHAPTER 07

VII. Seven O'Clock

The evening's first destination is a room, not an explanation.

Bring the company together

Finish the eight searches and conversations, then follow the seven-o'clock transition. Enter the dining room when the game directs the evening there. Give the final scene time to resolve before selecting anything over it.

The complete corrected route reaches all eight guests, the dinner transition and the Demo Complete screen. This is the present endpoint. You have not missed a secret chapter simply because the house still has unanswered questions.

A second evening

Use the completion screen's Restart Game or Main Menu choices to return. A second pass is a good opportunity to listen to replies you hurried through, study the painted rooms and compare the guests' manners under pressure.

Do not rely on Continue as a promise of a saved mid-chapter position in this demo. The reviewed menu loads the gameplay scene; a verified persistent adventure-save system is not part of this handbook's scope. Finish a session before closing if you want to preserve the full evening as a play experience.

If the household will not proceed

For an arrival, check the bell, the currently offered coat, the coat you may already be carrying and the closet. For the search, check incomplete preference choices and the final send-to-dinner exchange. For the ending, confirm the count is eight and visit the dining room after the transition.

If movement seems blocked, first close an active conversation, wait for the current speech or title to finish, and choose clear floor near your destination. If an older platform build behaves differently, use its on-screen prompts and report the edition along with the room and action.

CHAPTER 08

VIII. The Household Reference

The few terms that make the evening easier to read.



The dinner gathering, as imagined in the existing cinematic artwork.

A short glossary

Arrival: the complete reception of a pair of guests, including their coats. Hotspot: an area of the picture that offers a particular action. Offered coat: a coat ready to be accepted from its owner. Stored coat: a coat put away in the closet; this is different from one still carried.

Preference: a guest’s recorded wish for supper, a drink or smoking where asked. Found guest: a guest whose search conversation has been completed. Address Guests: the drawing-room action that advances the gathering. Demo Complete: the current dinner-room endpoint.

What to remember

Let a scene finish its sentence. Put one coat away before taking another. Finish a guest’s choices before crossing the room. Follow the duty that is present, not a task you imagine ought to exist. The house rewards attention, and its jokes are easier to hear when you give them a little space.

KEEP BESIDE YOUR KEYBOARD

Quick reference

Action	Control	Remember
Walk	Left-click accessible floor	Allow the butler to reach the point.
Use a doorway or object	Left-click its hotspot	Follow the cursor and displayed action.
Speak / choose a reply	Left-click the guest or dialogue option	Let the current reply finish.
Put away a coat	Use the coat closet while carrying it	Carry one coat at a time.
Restart after the ending	Restart Game on Demo Complete	Begins another evening.