KADABRA GAMES

GOLDEN KEEP

THE GOLDEN CLIFFS



A SURVEYOR’S COMPANION

ILLUSTRATED PLAYER’S MANUAL

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The finite Lantern Road demo, distributed under the project name Cliff Cities. This book follows LR22's opening wall, refuge, two route choices and survey-packet delivery. The distant world is larger than the playable route; completing this errand does not reach the top of the world.

FOREWORD

Enter the world

The road is a wall, but it is also a connection between people. An iron ring, a repaired passage and a lantern kept burning make the height inhabitable. Your present task is modest and definite: carry a survey packet to the next lantern keeper, helping repair one local connection along the way.

Progress depends on what supports your body. Two hands do not make a resting place by themselves. A rope in your pack does not protect a fall until it is clipped. Learn to recognise sound contacts, settle your feet and prepare at a refuge. The long view gives direction; the close view asks where the next hand can safely go.



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

CHAPTER 01

Preparing the Journey

Install the complete demo

Extract the entire archive into a folder you can write to. On Windows, keep TheCliffCities.exe beside its accompanying data folder and libraries. On Linux, use the supplied launcher or executable from the extracted package; if its executable permission was lost during copying, restore that permission before launching. A lone executable copied out of its package is not a complete installation.

Choose a new journey only when you mean to replace the active profile's journey. The game asks for confirmation. Returning players should load their existing journey instead of restarting merely to revisit instruction. This manual covers the LR22 gameplay source; packaging differs between platforms, so use the launch instructions included with your own download.

Begin with the five-page field lesson

F1 opens the in-game learning book. Previous and Next move through its five subjects, and reading pauses the world. A fresh journey also teaches the first wall through actions you actually perform. It observes clipping, hand placement, supported rest and the other steps rather than treating an opened help page as proof that you can do them.

Return to the book whenever the controls become uncertain. Close reading panels when ready to move. If an input seems inactive, first check whether a modal page or transition owns the controls. Do not discard your save to recover a missing hint.

Three scales of attention

The route view helps you see the next shelf, gap or turn. Tab brings you into Close Climb, where individual hands, footholds and body position matter. Within the refuge, you walk among residents and marked doorways. The task changes scale, but your fatigue, rope, equipment and choices remain part of the same journey.

Use the view that answers your present question. Find the direction of travel in the wider view; judge reachable rock in Close Climb. Changing views does not refill an arm or award practice. A small marker can help you read a route, but it does not make the surrounding painted cliff physically traversable.

CHAPTER 02

Your First Wall



The refuge offers paths, residents and a choice about how to mend the road.

Clip before committing

Begin at the opening ledge's iron ring and press F. Read the rope status until you know the line is clipped and protection is active. Handling rope requires secure support. Simply owning a rope, standing near a ring or seeing one in the picture is not the same as completing the action.

Before climbing away, find a pair of nearby sound holds and the direction of the first recovery pocket. This short pause is useful preparation, not lost progress. Once hanging, you will have less time to work out what a colour, hand icon or release control means.

Place hands deliberately

In Close Climb, aim at a distinct reachable rock. Left-click places the left hand and right-click places the right. A placed hand remains attached after you release the mouse button. Clicking a new reachable rock moves that hand. Q and E offer assisted left- and right-hand selection when a precise pointer placement is difficult.

An empty-space click or an unreachable rock does not deliberately drop the hand. Shift plus that hand's mouse button does release it. Keep these two ideas separate: choosing a new contact and letting go are different actions. Ordinary climbing needs a sequence of useful contacts, not a constant squeeze of both mouse buttons.

Move the body between contacts

Hold W to pull upward. A and D shift weight sideways; S lowers the body. Alternate to higher holds rather than repeatedly demanding upward movement from the same stretched position. As the hips move, the relationship between the hands and feet changes. A contact that was comfortable below you may become a poor place to remain.

Watch for the earliest fatigue warning. Red or shaking hands are close to slipping. Choose the next placement before both are exhausted. Releasing and regripping a tired hand does not refill it. A timely move to sound support is more valuable than a frantic sequence of clicks after your last secure grip has become weak.

CHAPTER 03

Find Your Feet

No hidden foot-brace key

Feet automatically seek real footholds below the hips as your body moves. Small boot marks show their positions, and the HUD reports FEET 0/2, 1/2 or 2/2. There is no separate foot-placement or brace button to discover. Move your hands and body toward usable rock below you so the feet have somewhere to go.

Two feet alone are not necessarily a balanced base. If both are off to one side, the arms may still be carrying a difficult load. Centre the body over the foot marks. The stance figure and messages make this relationship visible even when the close camera does not show the entire character.

Earn a resting stance

The first wall contains two practice pockets marked REST L and REST R. Put each hand on its matching sound contact, release W and let the body settle. Use A or D if the HUD asks for a lateral adjustment. Wait for 4 CONTACTS / BALANCED RECOVERY. This means two useful hands, two useful feet, sound support and a centred, settled body.

A pocket's location is an invitation to build a stance, not a recovery field. Four weak or stretched contacts can still drain you. Hanging from hands with no useful feet drains quickly. Standing on a genuinely supported ledge unloads the hands and allows faster recovery than a balanced hanging stance.

The one-arm shakeout

From a stable pocket, Shift + right-click frees the right hand. Hold D to counterbalance over the feet and look for FREE ARM RECOVERING. The free arm can recover, but the supporting arm and overall strain continue to tire. This buys time; it is not an unlimited rest state. Reattach the right hand, release D and settle back into four contacts.

The mirrored version releases the left hand with Shift + left-click and uses A. Practise one side at a time. If support is poor, simply leaving an arm free will not magically restore it. LR22 does not contain an additional body-wedging or kneebar command, and the sheltered chimney route does not secretly require one.

CHAPTER 04

Protection, Falls and Recovery

A finite line

The rope has finite length and tolerates finite load. Keep protected falls short and re-belay at later rings rather than dragging one line through the whole journey. F clips a nearby anchor or transfers the belay at a new one when you have secure feet. Shift + F retrieves the rope where that contextual action is permitted.

Read the protection message after each change. If the line has failed under excessive force, its picture is not a promise that it can still catch you. Equipment may reduce the strain of a protected catch, but it does not make an unattached line protective or remove the geometry of the fall.

Recover before confusion becomes another fall

If a hand slips, promptly catch another reachable hold. A controlled response begins with the remaining contact and where the body is moving; clicking distant rock cannot extend your reach. When disoriented, R returns you to the last safe support. Use it to regain a comprehensible position, then inspect your next move before recommitting.

Falling is part of the game's physical problem, not a reason to assume every ledge in the background is a landing. Only actual authored support can catch your body. A visible shelf may lie at another depth. Follow a valid route marker and landing direction instead of assuming that overlapping shapes on the screen occupy the same space.

Make short jumps from secure support

In Route View, approach a marked short gap. Hold its indicated direction, press Space and keep steering through the flight. At the supply shelf the direction is right: hold D, then jump. A special leftward marker appears for the reachable chimney departure shelf near the outside route. Keep the indicated direction through the jump and release it after landing.

The game prepares finite jump slack from secure support. If there is insufficient rope, the jump is refused with a reason. Re-belay or retrieve the line as instructed instead of repeatedly forcing the command. Direction helps align a reachable shelf's depth; gravity, available rope and an actual physical landing still matter.

CHAPTER 05

People on the Ledge

Mantle into shelter

At the first refuge lip, retain two hands and hold W when the ledge prompt appears. The climber pulls onto the real ledge and enters the refuge. Do not mistake reaching the lip for already standing safely: finish the transition before opening preparation or treating your arms as unloaded.

The refuge is a place to recover and make decisions. Stand quietly until strain falls rather than assuming a camera change has restored you. Then read the current objective. Your survey packet still needs delivery; the residents' local offers shape how you will leave, not whether the errand has vanished.

Walking and speaking

Use WASD or the arrow keys to walk through town, or click the paving to approach a point. Clicking a resident's body approaches and speaks with them. Space cancels walking. Marked doorway signs can be clicked, and E works within a doorway's approach area. Painted doors without interaction marks remain scenery.

When someone or something will not respond, move into its actual approach area and check the marker. A distant click is not a remote conversation. Read the conversation choices carefully: asking about an offer does not necessarily accept the exchange. This gives you time to compare consequences before committing your scarce item.

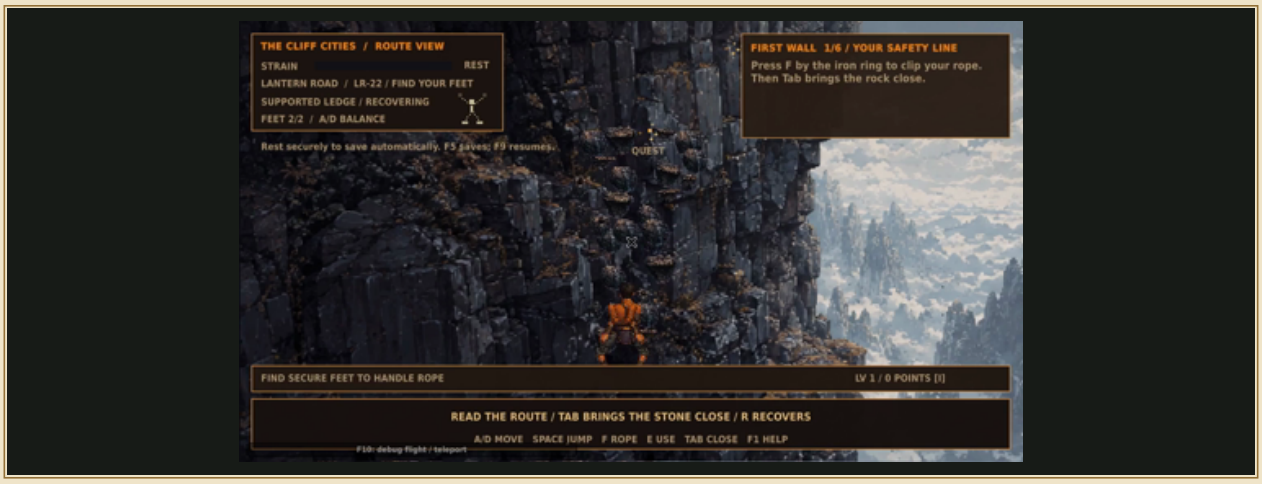
The Ropekeeper's preparation

Visit the Ropekeeper on the lower bridge. Rest and ask for the spare pulley if you missed it. Completing the rest teaches efficient bracing and grants rig fittings once. The learned technique improves valid supported recovery; it does not make every hang restful or increase the distance to an unreachable hold.

The fittings and the pulley serve different purposes. Fittings let you prepare a rig. The pulley is the item offered in the route exchanges. Resting repeatedly does not create an unlimited supply of either. Before leaving, check that you have collected the intended item and understand which choice you are about to confirm.

CHAPTER 06

One Pulley, Two Roads



The opening wall asks you to clip a safety line before the close climb. Small gameplay frame.

Compare both offers

The Lookout offers access to the sheltered chimney. Mender, inside the lantern workshop, offers reinforced rope and the outside route. Both exchanges use the spare pulley; one pulley cannot purchase both rewards. Discussing each proposal is safe. Confirm the exchange only when you have chosen which route to take.

The choice is practical rather than a test with a hidden correct answer. One path changes the surroundings and shelter; the other provides reinforced rope for the exposed face. Your hands, footing

and protection remain important on either branch. Neither reward bypasses the climb or delivers the packet for you.

Leave by the chosen gate

For the outside face, leave the workshop and follow the upper lantern stairs to Exterior Gate. For the chimney, enter the workshop and follow the floor beyond Mender to Chimney Gate. Faint gold quest sparkles help connect the objective to the relevant place. Click the sign or use E or Tab at the gate to leave town.

At the departure shelf, find the iron ring and use F to secure the next belay. Stand long enough to recover if you arrived tired. In the outside route's view, the lower-left shelf with another ring is the chimney departure shelf, not an obligatory next stop on the outside branch. Continue up the outer rock above and to the right.

The branches meet

Both branches lead to the upper supply shelf. Broad, sound contacts and dry ribs are generally better places to support a body than narrow, wet or loose ones. Weak stone can chip or break under sustained load. Use the authored recovery pockets before fatigue leaves you unable to choose between holds.

The sheltered route changes the environment, not the fundamental control vocabulary. The exposed route rewards a deliberate rhythm of progress and recovery. Treat each visible rest opportunity as a chance to build a valid stance. Arriving at the supply shelf exhausted is not an achievement that obliges you to jump immediately.

CHAPTER 07

What the Body Learns

Practice is earned on new contacts

Open I for Pack & Techniques, then choose Training. New, sustained loaded holds earn practice. The same hold does not pay again merely because you click it repeatedly or change views. Four distinct practised holds advance a level and supply a training point. The page shows how many new holds remain until the next level.

Points are not spent automatically. A high displayed level can coexist with several unspent points. Invest while securely resting or on a refuge walkway. Training changes the relevant physical coefficients but leaves current fatigue with you, so buy an improvement before the next difficult section and still allow time to recover.

Five attributes

Grip Strength improves the load a grip can bear. Grip Endurance helps a hand last longer before release. Cardio Endurance improves breath and effort recovery. Arm Strength reduces the effort of transferring weight. Technique / Memory improves efficient use of feet and movement. Each has a displayed rank limit of five.

Choose according to the difficulty you are actually encountering. If hands fail before you reach the next pocket, endurance may address that problem. If you arrive heavily strained and recover slowly, cardio deserves attention. These are practical suggestions, not a compulsory build. None makes poor support sound, removes a gap or grants a new climbing manoeuvre.

Three rig preparations

With the Ropekeeper’s fittings, prepare a rig while stationary on a safe refuge walkway. Balanced is the unchanged standard. Light reduces climbing strain and attached-hand fatigue by ten percent. Belay increases that climbing effort by ten percent but reduces the strain added by a protected rope catch by twenty-five percent.

The tradeoff is between regular effort and the cost of being caught. Belay does not reduce fall distance, make a weak anchor sound or save an unprotected fall. Light does not improve reach. The Mender’s reinforced rope is a separate route reward. Choosing a rig neither spends the pulley nor reverses the confirmed route exchange.

CHAPTER 08

From the Supply Shelf to the Keeper

Prepare the crossing

Walk to the supply shelf's right-side ring and press F to re-belay. Approach the right edge, hold D and press Space. Continue steering until you land. If the line is too short, read the refusal and correct the belay before trying again. Preparing here is faster than recovering from a preventable missed crossing.

After landing, use Tab to return to Close Climb. Follow the long fracture rightward, toward the east. The road is not always a straight upward sequence. Look at how reachable contacts connect to the next section instead of assuming the highest visible rock must be the correct next grip.

Read the rain wall

The rain wall asks for the same mechanics under less forgiving surface conditions. Prefer its drier ribs and use the available recovery pockets. When a useful hold is offset from the line of travel, shift the body enough to establish good feet before continuing. Pulling constantly can waste the very support that makes a pause possible.

Follow the final upper ascent to the station ledge. Keep the difference between hanging near the destination and standing on it clear. Complete the mantle, regain a supported posture and then approach the keeper. The journey finishes with an interaction, not merely by reaching a particular height.

Hand over the survey packet

Press E near the lantern keeper to deliver the packet. The ending letter confirms completion. It is the end of the currently authored Lantern Road. It does not reveal the full height, geography or history of the world beyond the demo.

The road's useful accomplishments are specific: you learned to sustain your body on the wall, used shelter, made a local exchange and carried an item to another person. Keep those facts distinct from the much larger artistic promise of the cliffs. The far distance can remain mysterious without requiring this chapter to contain it all.

CHAPTER 09

Maps, Saving and a Safe Return

Keep the notebook useful

J reviews discovered story pages and the current objective. B opens the route book; M supplies the live town overview. These are aids to remembering and locating what you have encountered. They do not teleport the character, grant discoveries or complete an errand simply because a destination appears on paper.

If you have lost your direction, first read the current objective, then identify your actual mode and nearest support. In town, look for the chosen gate's marked approach. Outside, locate the next connected shelf or hold sequence. A wider view and one clear next action are usually more useful than continuing to climb while uncertain.

Save supported positions

F5 saves from secure support. F9 loads and pauses so that you can orient yourself before resuming. Autosaves also require secure support. Save & Quit from a supported position preserves that journey; quitting while exposed returns to the last secure save after confirmation. Pause and focus changes preserve held contacts.

Make a habit of saving after reaching a real refuge or safe shelf and completing an important choice. Wait for the save result rather than assuming a key press succeeded. If saving is refused, inspect the support requirement. A picture that looks like a ledge is not sufficient when the simulation still treats the body as hanging or airborne.

Common misunderstandings

If strain stays high, stop pulling and check feet, grip quality and balance; then compare the recovery message. If a jump is refused, check line length and belay. If an offered reward is missing, distinguish discussion from a confirmed exchange. If the next gate will not open, consult the route choice and approach its marked sign.

Do not use developer travel to resolve the ordinary route described here. It can change the context without proving that the physical climb is complete. Keep your working journey intact when experimenting. The best recovery habit is to return to known secure support, read the relevant page and attempt one well-understood action.

CHAPTER 10

Field Vocabulary



Inside the workshop, the Mender and the sheltered chimney are reached through the settlement.

The words on the page

A hold is a reachable contact for a hand or foot; a broad painted rock is not necessarily one. A contact is currently supporting part of the body. Strain describes exertion, while each hand has its own fatigue. A balanced stance centres the body over useful support. A shakeout frees one arm while other contacts carry its load.

A mantle is the pull over a lip onto a real ledge. An anchor is a usable ring or fixing; a belay is the rope's protective connection there. Re-belaying moves that protection to a later anchor. Slack is available rope before the line takes load. A protected catch can still add strain or overload the protection.

The refuge is the inhabited resting place between climbs. The pulley is the single exchange item for the two route offers; rig fittings enable preparation and are not that pulley. The survey packet is the delivery item. The next lantern keeper is your destination for this chapter, and the ending letter is the confirmation that the errand is done.

KEEP BESIDE YOUR KEYBOARD

Quick reference

Action	Control	Remember
Help book	F1	Five subjects; reading pauses.
Change climbing view	Tab	Route View / Close Climb; at a marked gate can leave town.
Left / right hand	Left-click / right-click	Persistent contact after release; choose a reachable hold.
Assisted hand selection	Q / E	Left / right in Close Climb; E is contextual interaction in town.
Deliberately release hand	Shift + corresponding mouse button	A normal empty click does not deliberately release.
Pull / lower body	W / S	Close Climb.
Shift body	A / D	Use with foot support and balance cues.
Walk in refuge	WASD / arrows / click paving	Space cancels walking.
Clip or re-belay	F near an anchor	Requires secure feet.
Retrieve rope	Shift + F	Where the contextual rope action permits.
Directed short jump	Hold A or D + Space	Route View; follow the shown marker and continue steering until landing.
Recover	R	Return to last safe support.
Speak / enter / deliver	Click resident or marked sign; E nearby	Actual approach area required.
Pack and training	I	Training and rig preparation have support requirements.
Story / route / town map	J / B / M	Discovery and navigation aids, not travel shortcuts.
Save / load	F5 / F9	Save needs support; load pauses for orientation.
Pause / resume	Escape	Close the active page or use Resume as appropriate.