Welcome to Morgenhain

A quiet village, fifty stories and many small encounters. Follow Lumori, listen to the villagers and discover what holds Morgenhain together.

Getting started

Extract the entire Windows download into its own folder. Run Artheria.exe for the full game or Artheria_Demo.exe for the demo. Keep the other supplied files together in the extracted folder.

Choose New Journey to begin. Continue returns to the most recently continued journey; Load lets you choose a particular save slot. The loading screen shows progress while Morgenhain is prepared. Graphics data is also prepared on the first launch.

Your first stop is Levin at the bakery. Talk to him, then follow the next step in your journal (J).

Demo and full game

The current free demo contains Story 1: The Scent of the First Bread, with English voices and everyday conversations. You can keep exploring the village after completing it. Story 2 and all later stories are locked in this demo.

The full game includes all 50 village stories. After the final story, you can remain in Morgenhain. German and English are separate downloads; each language and the demo and full game have separate saves.

Finding your way

The on-screen story bar names your story and the next step. Your journal (J) gives more detail, and the map (M) helps you find your way. An encounter may depend on the time of day or on an earlier step.

Controls

Select paths and people with the mouse, or move Lumori directly with the keyboard.

W / S or ↑ / ↓	Walk forward / backward
A / D or ← / →	Turn Lumori left / right
Shift	Walk faster
E	Talk, examine or use; advance during a conversation
Space / Enter	Advance to the next conversation page
L	Let Lumori speak
Left click	Walk to a point; select a person or interactive object
Hold right mouse button	Look around
Mouse wheel	Adjust the field of view
C	Recenter the view
J	Open or close the journal
M	Open or close the world map
I	Open the inventory; press I again or Esc to close it
H	Return home, after confirmation
R while seated	Open rest options
O	Open audio settings
T	Replay the current spoken line
F5 / F9	Quick save / open the load-slot selection
F1	Open or close the handbook
Esc	Open the menu; close the current view or prompt

Each key at a glance

J opens the journal, M the world map and I the inventory. In the inventory, click an item and hold the left mouse button while dragging to rotate it; I or Esc closes the view.

Menus without the mouse

Use Up/Down or Tab to move between options, Enter to confirm and Esc to go back. Arrow keys also adjust sliders. Save and Load have separate entries in the main menu.

You explore through Lumori's eyes. Conversations keep their usual shared view. Each bench has its own seated viewpoint. Press E or Esc to stand up.

Stories, time and resting

Conversations and progress

Approach the person you want to speak to. Press E or click on them to start. Spoken pages advance automatically. Let the conversation finish so the story step can complete. Esc cancels the conversation without completing that step.

Follow the current journal hint. A step may involve a sign, a special place or an item rather than a person. Interactive objects can also be clicked or examined with E.

Waiting for evening or another day

Some stories need a particular time, a night to pass or time for something to grow. While waiting, explore, talk to villagers, try the optional activities in your garden or take a break. Resting or sleeping advances village time; it does not automatically complete a task.

Resting and sleeping

Use E to sit on a bench. Press R to open Rest options and choose a duration. A confirmation appears before time advances. Village time is paused while you choose the rest duration.

H asks whether Lumori should return home. Returning alone does not advance time. You can also open the sleep menu as part of the return, or use your own bed afterwards. Choose and confirm the time you want to wake up.

Inventory and memories

Press I to see the items Lumori has received. Their three-dimensional previews appear when the inventory is open. Your journal records the story and its progress; it is a useful place to return after a break.

Saves, updates and help

Saving and loading

Press Esc and choose Save. There are five slots which you can name. Confirm before overwriting an occupied slot. Load lists the existing slots separately. Save and Quit opens the save-slot selection first and exits only after saving successfully.

A save keeps your story progress and Lumori's position. The German and English full games and their demos use separate saves. Internal RC test saves are not included in customer downloads.

Installing an update

Close the game. Download the new edition from your itch.io library and extract it into a new folder. Personal Windows saves are stored outside the game folder. Back up the entire corresponding saves folder before updating. Do not edit individual internal backup files.

Full game EN: %APPDATA%\Artheria_Band1_EN\Spielstaende

Demo EN: %APPDATA%\Artheria_Demo_Band1_EN\Spielstaende

Paste these paths into the address bar in Windows File Explorer. An update within the same edition continues to use that edition's existing saves folder.

Mac demo

Extract the Mac ZIP and open the app inside. It contains the same game resources as the corresponding Windows demo. It is ad-hoc signed, not yet notarized by Apple and has not yet been tested on a physical Mac. If macOS refuses to open it, send us the exact message.

Help and feedback

Current downloads and news: https://artheria.de/ | Contact: Holger.Brox@hbware.de. For a problem, include language, full game or demo, version number and operating system. A screenshot and your last action help us investigate. Never send passwords or payment details.

Updated 31 October 2026. Full game DE 1.0.5 / EN 1.0.3; current desktop demos. Mobile editions are currently on hold. Copyright and license notices are included with each download.