

# Purgatorio

A Game by Jonathan Lynch

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## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Some people experience epileptic seizures when playing games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

## System Requirements

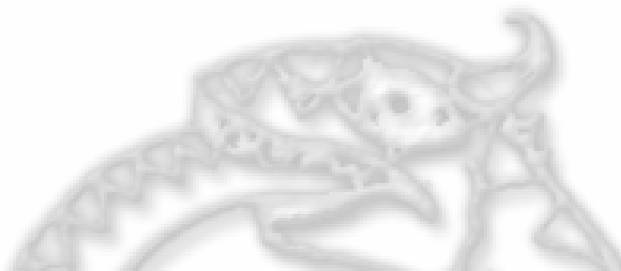
- Pentium or higher processor
- 32 Mb RAM
- Windows 95 OSR2, 98, ME, 2000 or XP, with DirectX 5 or above
- Supports all DirectX-compatible sound and video cards
- 800x600, 32-bit colour: 900 Mhz system minimum
- DVD disc drive

## Getting Started

To play Purgatorio place the DVD in the relevant drive. Go to **My Computer** and right click on the drive and select **Explore**. Open the **Game Files** folder and double click on **Purgatorio.exe** icon. The game should begin and the intro screen will appear. From here you can learn how to play, or start the game.

On some computers Purgatorio may not run from the DVD. If the game will not run from the disc (i.e. double clicking the icon does nothing or gives an error or warning message) right click on the **Game Files** folder on the disc and select **Copy**, open the computers hard drive or any other desired location and right click in the window. Select **Paste** and the folder will be copied to that location. The hard drive can be accessed by going to **My Computer** on the desktop (it is usually the **C:** drive). Once the folder is on the hard drive, open it and double click on **Purgatorio.exe** icon. The game should begin and the intro screen will appear. From here you can learn how to play, or start the game.

If the game is still not working after copying it to the hard drive please contact the games creator at [johanas.faust@gmail.com](mailto:johanas.faust@gmail.com)



# Storyline

The game follows Frank O'Shea, A soldier on a peacekeeping mission. He is shot in the line of duty and blacks out. He awakens to find himself wounded and in a strange, but somehow familiar town. You must act as Franks guide as he tries to remember what has brought him here. Welcome to Purgatorio...

## Charaders

### Frank O'Shea

You play as Frank O'Shea, a soldier wounded in combat who has awakened to find that he is in a strange town with no memory of how he got there.



### Li'l Jimmy

Li'l Jimmy is a local man. He is a gruff fellow who is usually found drinking in the Serpents Head Inn.

### Gabrielle

Gabrielle moved here to set up a bar with her brother. Recently her brother took off and she is left to cope with the declining business on her own.



### Danny

Danny is another local. He is a friend of Li'l Jim and works in the town.

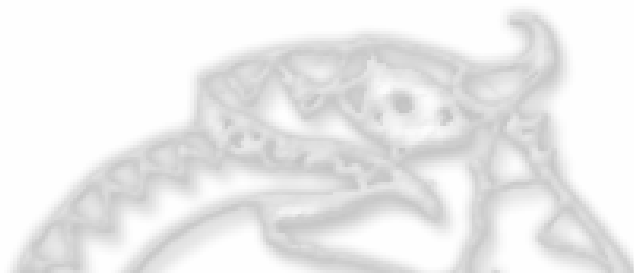
### Gabrielles brother

Opened a bar with his sister and then left the town in a hurry.



### The Town

A grey, windy town built on a filthy river. There seems to be no life on the streets at all, no shops are open save for a couple of dank bars. It's easy to get lost in Purgatorio; the trick is trying to find a way out.

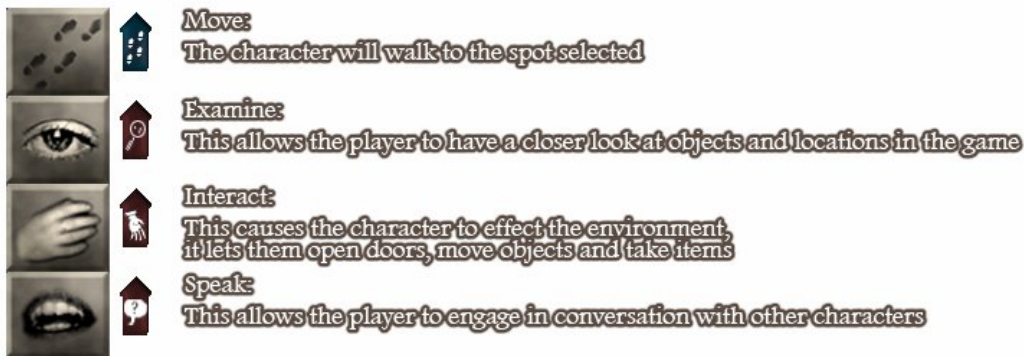


# Gameplay

## Cursors

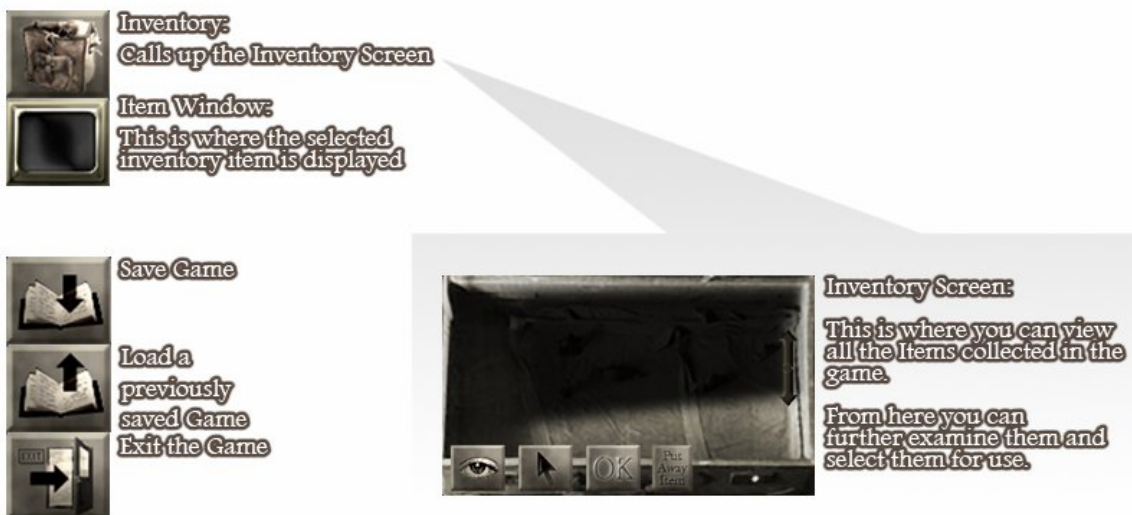
The entire game is played with the mouse and the various cursors control Frank's every move, from walking, to examining objects, to talking to the inhabitants of the town.

At any stage in the game you can drag the cursor to the top of the screen to bring up the **Icon bar**. The **Icon bar** consists of a series of tiles with images representing the cursor modes. Clicking an **Icon tile** will change the cursor and in turn change how you can affect the world. You can also cycle through the different cursor modes by right clicking the mouse. The different **Icon tiles** and corresponding cursor modes are as follows:



## Inventory

Also on the **Icon bar** is the Inventory tile, and the Item Window. Clicking the Inventory tile will bring up the **Inventory screen** where you can examine the items (i.e. take a closer look at the item in greater detail), and select items for use in the game e.g. to show to other characters. When an item is selected for use it will appear in the Item Window and will also appear as you right click to cycle through cursor modes. If you wish to deselect all items go into the **Inventory screen** again and click the Put Away Item tile.



The last three tiles on the **Icon bar** are for saving, loading, and exiting the game. The Save Game tile allows the player to save their progress in the game, the Load Game tile allows the player to load a previously saved game, and the Exit Game tile brings the player back to Windows.

## Navigation

The player can move Frank around the game world in different ways.

In any area of the game if the player clicks the Move cursor anywhere on the screen, Frank will walk to as close as he can get to that point. If the Frank walks off the screen he will move to another game area.

If the Interact or Examine cursor is used on an object or location that Frank needs to move to in order to complete the action, he will do so. If the Interact cursor is used on a door that Frank can open, he will go through it and move to another game area.

Generally when Frank looks at an object or location he will comment on it and a text box will appear.

## Speech

The player can talk to the characters they meet in the game by clicking on them with the speech cursor. The player will then be presented with a list of dialogue options. The player will then be able to choose what Frank will say in the conversation.



## Other

The player can skip any text boxes or dialogue by left or right clicking. They can also skip the intro cutscene by pressing the **Esc** button.

At almost any stage in the game a player can choose to save the game or load a previously saved game. To do this they must drag the cursor to the top of the screen and click the relevant icon on the **Icon bar** (they player will not be able to perform the action if the icon is greyed out).

Often the cursor will grey out and depict an hourglass. This means that the player must wait a moment before they are able to interact with the world again. In some situations tiles on the **Icon bar** are greyed out. If this happens it means that the player cannot perform that action at that moment. The game is paused any time a text box is on the screen or the cursor is over the **Icon bar**



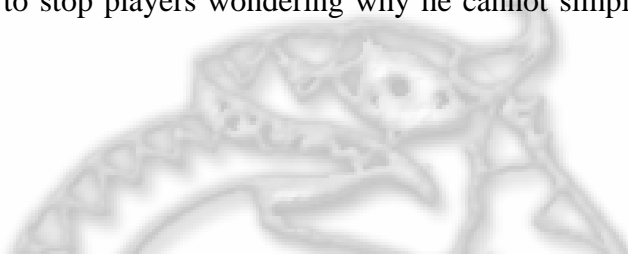
# The Game as a Portfolio Piece

The main goal of this project is to create a media project that will act as a portfolio piece and will showcase my talents as a graphical artist, game designer, script writer, and level designer.

The reason for creating a portfolio piece is that, as well as academic qualifications, games production companies are looking for people who already have experience in the industry. I believe a good portfolio of work including a short, well designed game, with defined rules, and impressive visuals and atmospheric music will help me overcome this hurdle as it will show I have the skills they are looking for.

As my overall goal is to create a game that shows innovative game design, artistic, musical, and script writing skills to a potential employer, I have taken on the roles of project manager, designer, artist, photographer, script writer, composer, and also programmer to create this game.

The game is a short 1 player point and click game with mood sensitive music, and a very stylised, bleak, but not necessarily dark visual style. Characters are developed and have individual personalities and are not just one dimensional plot development points. The storyline is linear, with numerous chances to learn extra information about the game world and it's inhabitants. The puzzles may be a little on the difficult side but they are well thought out and hopefully intuitive, they range from lateral thinking puzzles using items and the environment to more intricate word games. The game is set in purgatory, and because of this I have had a chance to create my own game world. The visual style is very distinct and is created by using photograph manipulation and hand drawing and combining the two in graphic editing software so it adheres to a common style. Some elements of the game world I have included to create a more interesting experience are: The main character is obviously injured and weakened. This is to stop players wondering why he cannot simply climb a wall or



kick in a door. In some game locations the perspective is purposely 'off'. This is to create an illusion that Frank is bigger or smaller depending on the situation. For example in the Alleyway Frank gets unusually smaller as he walks away from the camera, whereas in the back of the JOAB bar there is a slightly shorter doorway and a much shorter stool to make the character appear bigger. Finally, as mentioned before, the music is mood sensitive in the game to help create an overall atmosphere, but also during more cognitive puzzles, much more relaxing music plays to stop the player becoming frustrated with the game.

## Credits

Game created and designed by Jonathan Lynch

Music by Jonathan Lynch and Brian O'Hara

Character Models Jonathan Lynch and Anna Maguire

Adventure Game Studio created by Chris Jones

Thanks to Anna Maguire,  
Chris Jones,  
Ballyfermot College,  
PartnersInRhyme.com,  
Brian O'Hara and Rick Noonan,  
Walter Hammond

Thank you for playing

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