

INTRO TO NEW GAME MECHANICS

Here is a small intro to the new game mechanic; this was a planned step in the game evolution after the completion of chapter 5. Since all the story characters are now presented and known, it's time to let the player (you) follow the story in all its different plots.

For this the "Storyline" mechanic is introduced and a new game map is available as displayed below.



Your playing choices will determine the unlocking of various possible storyline, each one of them related to one or more characters. Each storyline is composed of a set of steps; they will be displayed after clicking the storyline icon if you already played them.

There's one special storyline, titled "Narration", that is unlocked by default; all the events in chapters from 1 to 5 are there.

All your saved games are valid. You can open them without any problem.

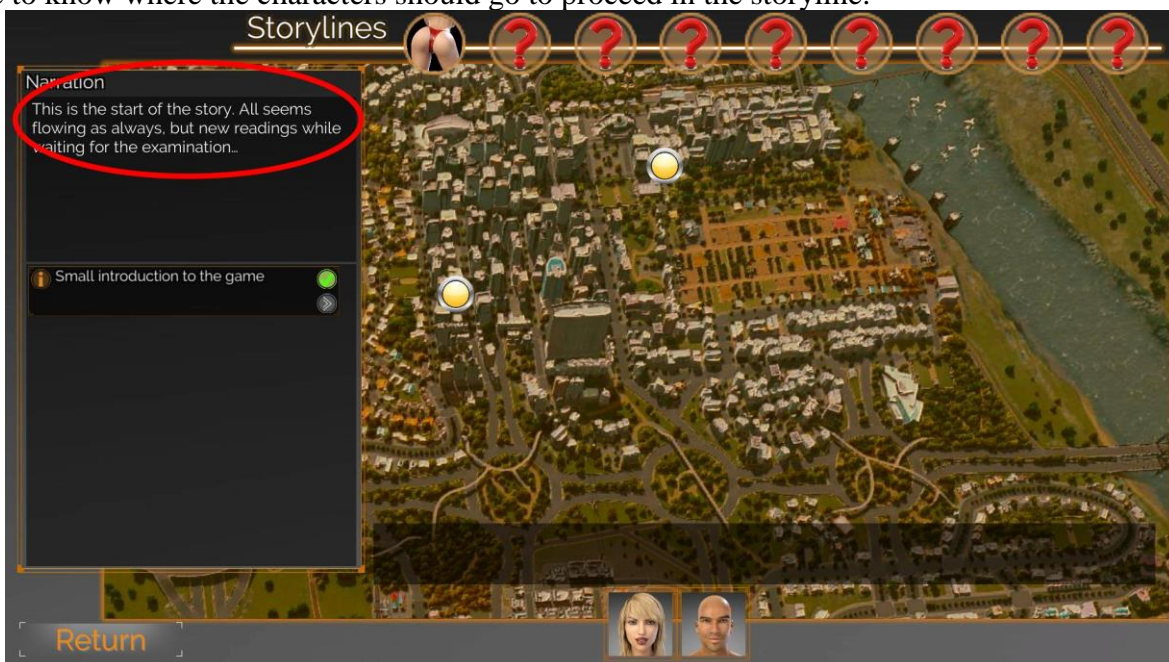
One more note.

I changed the way the Chapters content is delivered; a new subfolder called "Chapters" is inside the game folder. The game engine searches there the CGs contents of each chapter. Once downloaded the contents remain there and for each new chapter (starting from the upcoming Chapter 6) only the new contents must be downloaded; this way each new release will have a reduced size.

The upper part of the screen contains all the storylines icons; questions marks mean that you still need to open that particular storyline.



By clicking on the storyline icon, the current state is displayed in the area; you should read carefully here to know where the characters should go to proceed in the storyline.



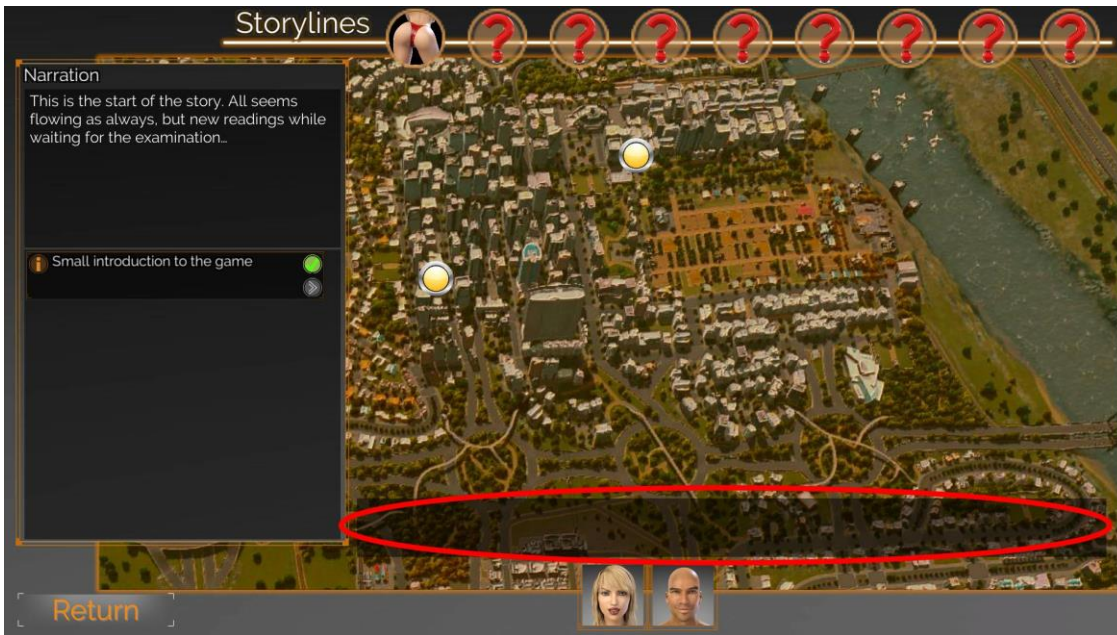
For each storyline you can see all the steps already played. This will help you follow the plot and choose next actions.



In this area you'll find the icons of the known characters. You'll need to drag the icons over the locations in the map to trigger the advances in the storylines. Be careful: only the right combination of characters in the location will trigger the advance of the storyline.



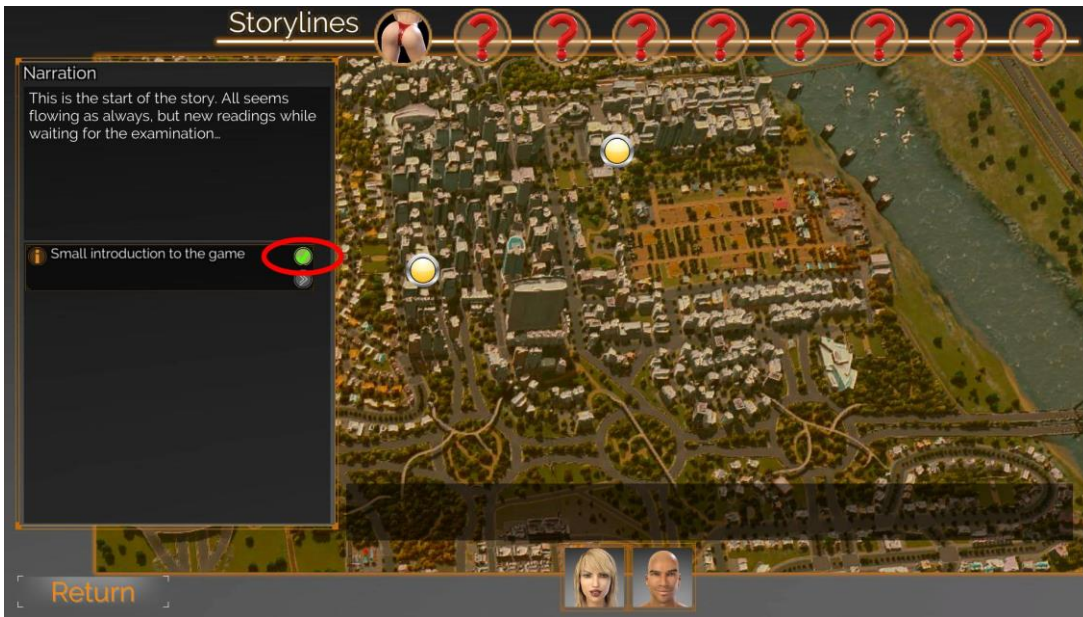
To help you choose the characters combinations, while hovering the mouse over the character's icon, you'll find his/her current mood and mind here.



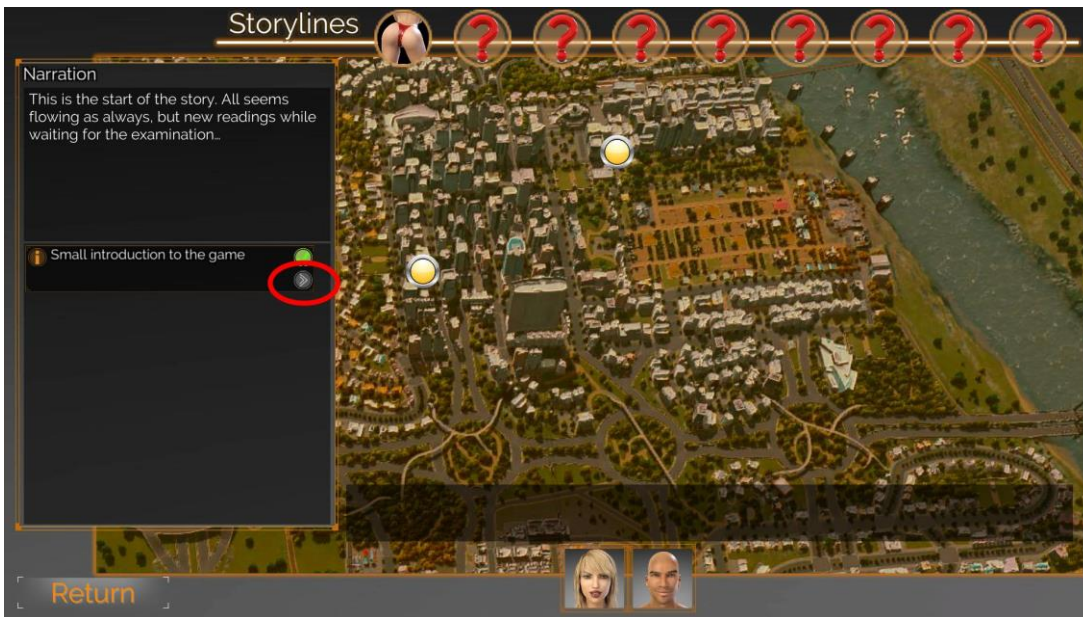
These are the icons for the different locations where storylyne actions can happen. Drag the characters on the icons to trigger the storyline advances.



In each storyline played step, the right upper icon will tell you if you already discovered all the CGs in it. A percentage number will be displayed in case you didn't see every CG.



If your percentage is less than 100 or you want to replay a scene, then simply click this button.



Finally, the return button will lead you back to main screen.

