

Patchwork

A point-and-click adventure game

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About the game

Patchwork is a traditional point-and-click adventure game created by Ivan Ulyanov (Ilyich) as a part of the Summerbatch.

Story:

It's a big day for Daniel - he's about to test a teleportation device he's been building for the last few years.

Will everything go as planned, or is he going to end up in a parallel universe, where magic is pretty common and cell phones aren't?

Features:

- Two playable characters
- Hand-painted graphics at the non-retro 800x600 resolution
- Simple two-click interface
- Minutes of gameplay



Playing the game

If you've ever played adventure games before, you probably won't have any trouble with this one.

You control the game with the mouse cursor.

Use left-click to make your character walk to the area near the cursor, interact with the objects under the cursor and to select and use inventory items.

Use right-click to examine the objects under the cursor and to deselect the currently selected inventory item.

If you move your cursor to the top of the screen the drop-down menu will appear:



Here you can find the buttons for switching between the characters, current character's inventory and the game's menu, where you can save the game, load a previously saved game, change the in-game settings like volume and speed, or simply quit.

System Requirements

- Windows 95/98, 2000, ME, XP, Vista, or 7
- 1 GHz Processor
- 512 Mb of RAM
- DirectX compliant sound and video cards
- 150 Mb hard drive space

Technical Support

If you are having any troubles with running the game, have found a bug or received an error message asking you to contact the game's author please let me know.

You can contact me at:
ulensmail@gmail.com



Credits

Art, programming and design by Ivan Ulyanov

Music and sounds by Pavel Ulyanov

*Additional sounds from
<http://www.freesound.org/>*

*AGS Engine by Chris Jones
<http://www.adventuregamestudio.co.uk/>*

*AGS Tween module by Edmundo Ruiz and Tzach Shabtay
AGS Custom dialog GUI module by Dirk Kreyenberg
AGS SpriteFont plugin by Steven Poulton*

Testing by
Mark Lovegrove Aki Ahonen
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<http://www.screen7.co.uk/>
<http://www.summerbatch.co.uk/>*