

# 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](mailto: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  
Ascovel              Ghost*

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