Amnesia

Readme.

This document contains a list of things and features you can do in the game.

List of new features :

\*A challenge mode (Activated by typing in a code found after finishing the game.) This is to allow and encourage replay-ability. It gives you a set amount of moves, and removes the satchel.

\*Multiple endings (Requires you to play through challenge mode). This is, again, to encourage further replay-ability. There is a total of 4 endings, one of them being the normal ‘bad’ end and the three others being the challenge mode ends, which vary.

\*A journal (Separate inventory where you can read through notes.) This is so the player can read about the lore in the game.

\*The ability to permanently unlock a door if the player so chooses. This is so the player doesn’t have to be holding the key to progress and go back and fourth. This also allows for completion of challenge mode, as that doesn’t allow a satchel.

\*A randomly generated code making each playthrough slightly different. This is, again, replay-ability, and to prevent the player from getting bored when replaying.

List of commands you can use :

﻿move - Allows you to move between rooms.

pick up - Prompts you to pick up an item.

drop - Prompts you to drop an item.

check (map, inventory, journal) - Allows you to look through those menus.

use (followed by item you'd like to use) - Allows you to use the item if the item is usable.

search - Allows you to search the room, displaying items visible in the room.

help - Displays this menu.

set speed - Allows you to set the reading speed.

take from satchel - Allows you to take an item from the satchel, if you have one.

store - allows you to store an item in the satchel, if you have one.

look around – gives you a detailed description of a room

read – adds the note in the room to your journal, as well as displaying it.

swap – allows you to switch your held item with your satchel item.

check moves – allows you to check how many moves you have in the challenge mode. (Only action that doesn’t decrease moves.)

Synopsis :

You wake up in a prison cell, with no recollection of how you got there, or who you are. Your goals are to escape, and to find out what’s wrong in this place.