Passionately Platonic

Game Manual

Prologue:

After a long and arduous journey, Pete has finally made it to the dungeon that holds the princess of legend, the one locked away by the demon, Dark Knight. What a cliche name Pete thinks, but oh well, hopefully this knight isn’t as bad as his name is. As he enters the first room of the dungeon Pete realizes that the door he entered has disappeared. There is no way out, the only way is through one of two portals in front of him. Welcome to the Dungeon. You are Pete but Pete isn’t you, or is he? It all depends on how you look at it. There are choices in this game, but do they really matter or are they controlled by destiny that the gods placed? That’s for you to decide.

The world of Pete is the same as our world, except instead of humans, the primary inhabitants are gelatinous beings such as Pete. You start off the game with a choice of two portals. Even though the choice seems easy it actually is the most important choice in the game due to it decides how you play the game, and whether or not your narrator is the god of truth or the god of understanding. The rest of the game is yours to decide or not, depending on your view of choices in games. Beware, however, as the portal of truth is entirely different than what you would experience in the portal of understanding. It all depends on what you want. Is the knowledge of understanding more important than the knowledge of truth? You decide.

How to Win or Lose:

There isn’t really a way to win the game, but if you get sense of satisfaction from getting to the end of a story then that’s close enough. The way you know you lost a game is if the game restarts after one of your actions. The game never really ends until you exit the game. There are multiple endings to reach and there are many ways to “win” or lose.
Your Goal:

Your goal as Pete is to make decisions that will ultimately save the princess Pea from the clutches of the evil Dark Knight. Cliché as that might sound there is a twist, not all endings are happily ever after. Also not every Pea you meet will be the same person.

How to play:

- Use the WASD keys to traverse the dungeon. Jumping may be necessary.

- Interact with characters and objects in two easy ways.
  - To read the story use the space key near an object
  - Carry out the tasks intended
  - To physically change the game/change levels walk into objects

- Answer simple yes or no questions to decide where your game goes.
- The levels, story, and personality all depend on your choices throughout the game.
- Good Luck and this begins your walk through your story of Pete and his quest to free the Princess Pea from the clutches of the Dark Knight.