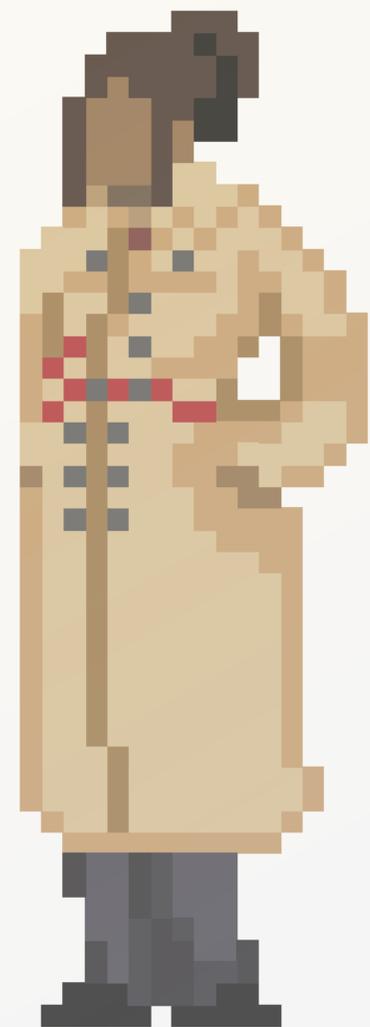




# THE NIGHT BEFORE EXEMPTION



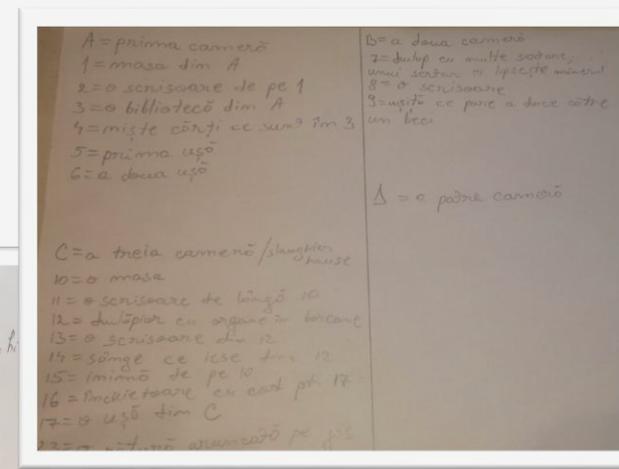
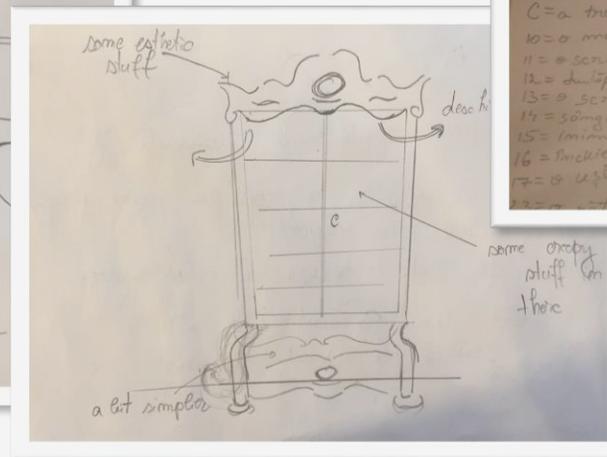
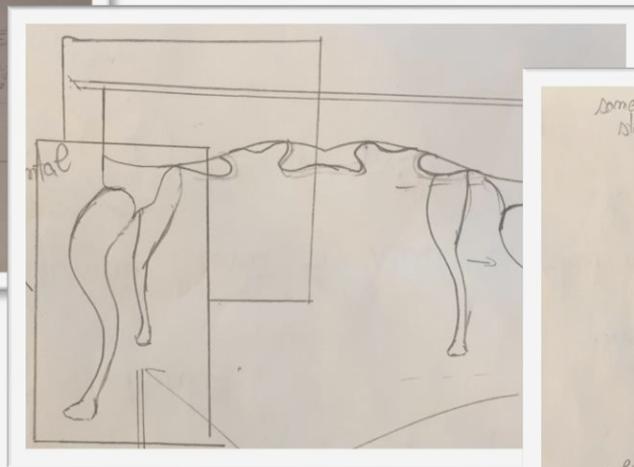
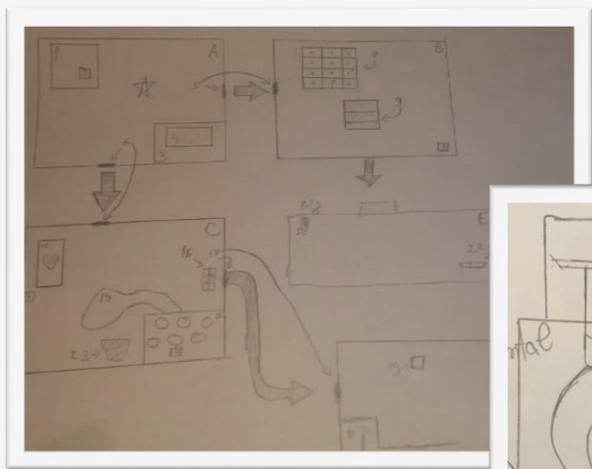
# INTRO

"The night before exemption" este un joc de tipul point and click , single player , iar platforma acestuia este pe PC. Jocul este destinat persoanelor de orice varsta, intrucat acesta se bazeaza pe un un sistem de puzzle-uri accesibil oricui.



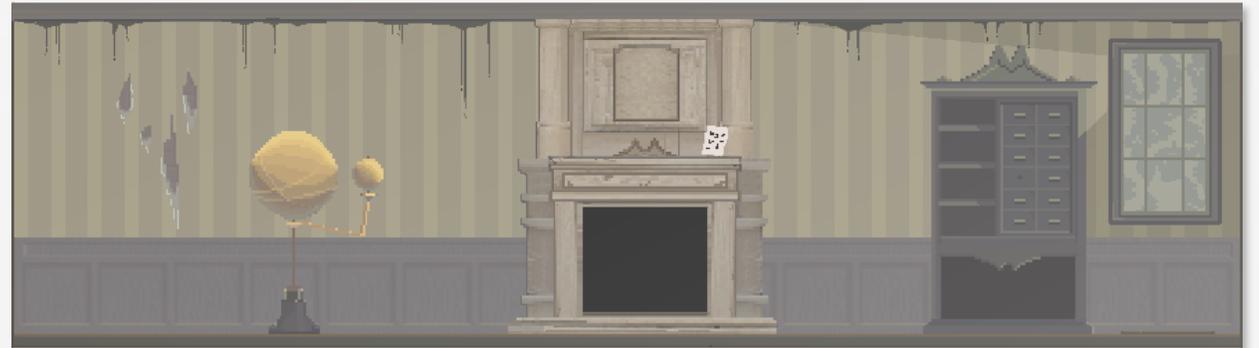
# INCEPUTURILE

Pentru a ajunge la varianta finala , normal , echipa a trecut printr-o multime de provocari initiale, pentru a rafina idea si a incepe punerea in practica. Creionul si hartia au dat tonul!



# TRANSFORMAREA DIGITALA

Apoi s-a trecut la desenarea elementelor din joc, care s-a facut manual. Pixel cu pixel, ca pe vremuri. Evident, s-a trecut prin mai multe etape, adaugandu-se din ce in ce mai multe detalii si rafinandu-se pentru o imersiune mai buna si o experienta cat mai optima pentru jucator.

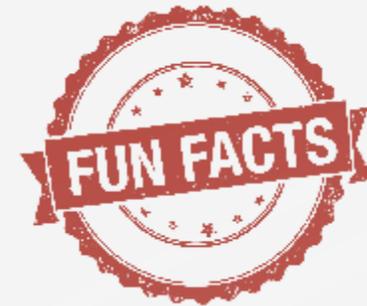


# CODAREA SI INTEGRAREA

Acum ceva vreme, un personaj faimos spunea cuvintele memorabile:  
"Developers, developers, developers...!"

Dar pentru ca grafica sa poata avea impactul maxim, avem nevoie si de o buna bucata de programare, testare si debugging.

```
function btnIconExit_Click(GUIControl *control, MouseButton button) {  
    QuitGame(1);  
}  
  
function btnIconAbout_Click(GUIControl *control, MouseButton button) {  
    gPanel.Visible=true;  
    gIconbar.Visible=false;  
    mouse.UseModeGraphic(eModePointer);  
}  
  
function cEgo_Look()  
{  
    Display("Damn, I'm looking good!");  
}
```



Aproximativ 700 de linii de cod  
au fost scrise  
In jur de 30 de buguri au fost  
gasite si rezolvate



## FEATURES

Elemente grafice desenate manual in stilul jocurilor "Lucas Arts"

Poveste interesanta cu doua finaluri posibile

Coloana sonora atmosferica ce accentueaza sentimentul de suspans

Puzzle-uri intuitive si easter egg-uri

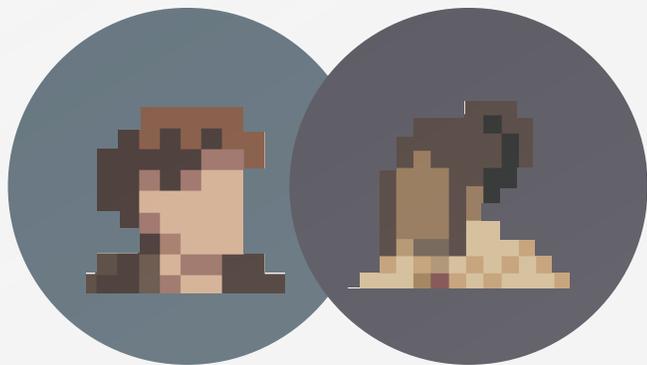
Sistem de autosave integrat

Multiple feluri de interactiuni pe obiecte





# THE NIGHT BEFORE EXEMPTION

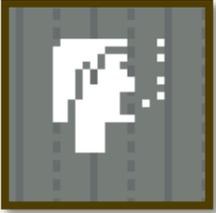


Storyline  
&  
Walkthrough



Interactions

# Interactions



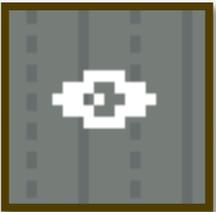
“Talk” will let you discover new information about the storyline

---



“Interact” will allow you to use inventory items and to change the status of other objects

---



“Look” will give you additional information about the object you are interacting with

---



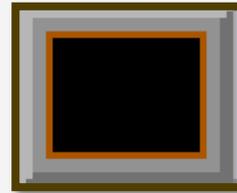
“Walk” will take you from place to place

---



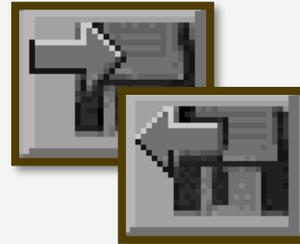
“The Inventory” is the place where every found object is stored

---



“The Active Inventory” is the place where the last picked object is stored, for instant usage

---



The “Save” and “Load” buttons will help you preserve your progress  
PS: We have also included an autosave function, in case you get caught in action

---



The “Options” button will let you change some game parameters

---



# Storyline & Walkthrough

[Menu](#)

Room 1

Room 2

Room 3

Room 4

Room 5



*"Salvation lies in knowledge"*  
- You may find a useful tool

This door  
needs a key to  
be open

The person who has stranded you is  
someone very close

At the start of the game, you may find yourself in an obscure, airtight room. The letters may offer crucial information to the proper understanding of the story plot, so bare them in mind while you're deepening in the narrative structure. In order to find the hidden clues this room offers, proceed to Room 2.

[Get Hint](#)

[Storytelling](#)



# Storyline & Walkthrough

Room 1

Room 2

Room 3

Room 4

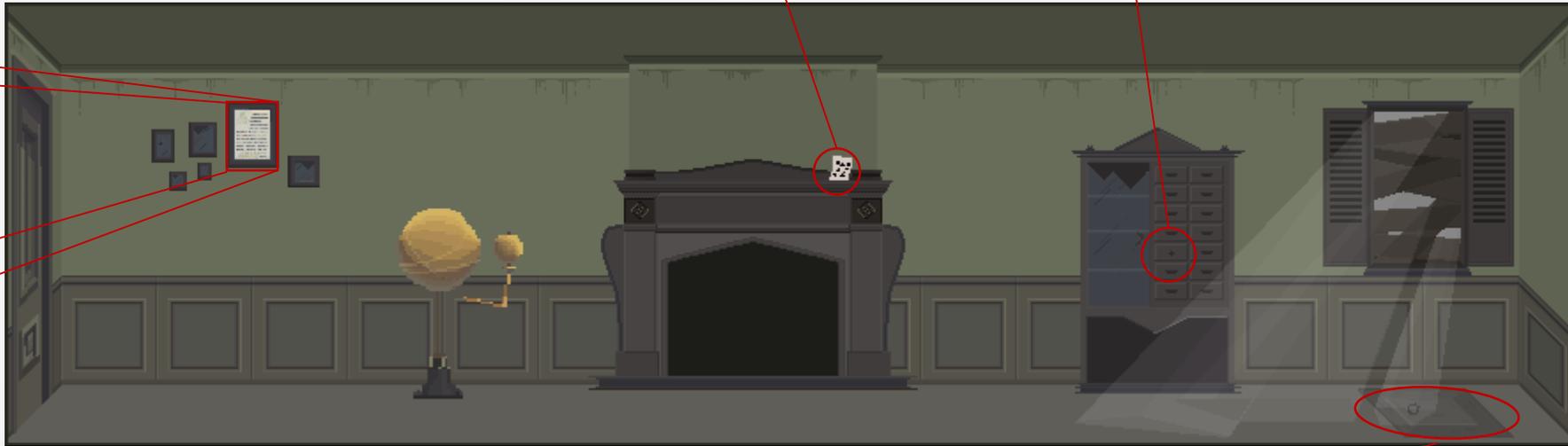
Room 5

*"Salvation lies in knowledge",  
but knowledge lies in the handwriting of the obscurantists*

Find the item which was once lost among the gravestones  
of literature



The person who has imprisoned you is a  
maniacal mind with  
psychiatric delusions



You may find the necessary  
item hidden behind a mound

This room offers a variety of clues about the story the game is based on, so pay attention to the framed newspaper on the wall. You may also need to find the true meaning to the instructions given in the letter on the mantelpiece. Finally, you will be able to interact with the cupboard and the trapdoor as soon as you find the proper items for opening each of them.

[Get Hint](#)

[Storytelling](#)



# Storyline & Walkthrough

[Menu](#)

Room 1

Room 2

Room 3

Room 4

Room 5



Great achievements come with great sacrifice and the right tool, but are never the result of selfishness.

Be aware of the marks on the walls in Room 5

Search for the code through the lines of the letter

Once you've reached the third room, you will find yourself in an utterly horrifying scene, surrounded by jars filled with organs and bloodstains all around. Apart from the esthetic elements, you may find a code for accessing the locked door to the next room – pay attention to the given hints! Other objects could be interactable.

[Get Hint](#)



# Storyline & Walkthrough

Room 1

Room 2

Room 3

Room 4

Room 5



Look carefully throughout the room and find the hidden object. Also, keep in mind – should you discover the true sense of the words, the letters tell the truth, and nothing but the truth. Don't bother searching the boxes as they are just simple dissociated graphic features. Lastly, the sticks you may find on the floor will be used in a future puzzle.

[Get Hint](#)

[Storytelling](#)



You have just found a crowbar behind a mound.

Listen to your heart when making the ultimate decision

These will be used in Room 5 for your exemption during the last puzzle

You know nothing about your relatives' past



# Storyline & Walkthrough

[Menu](#)

Room 1

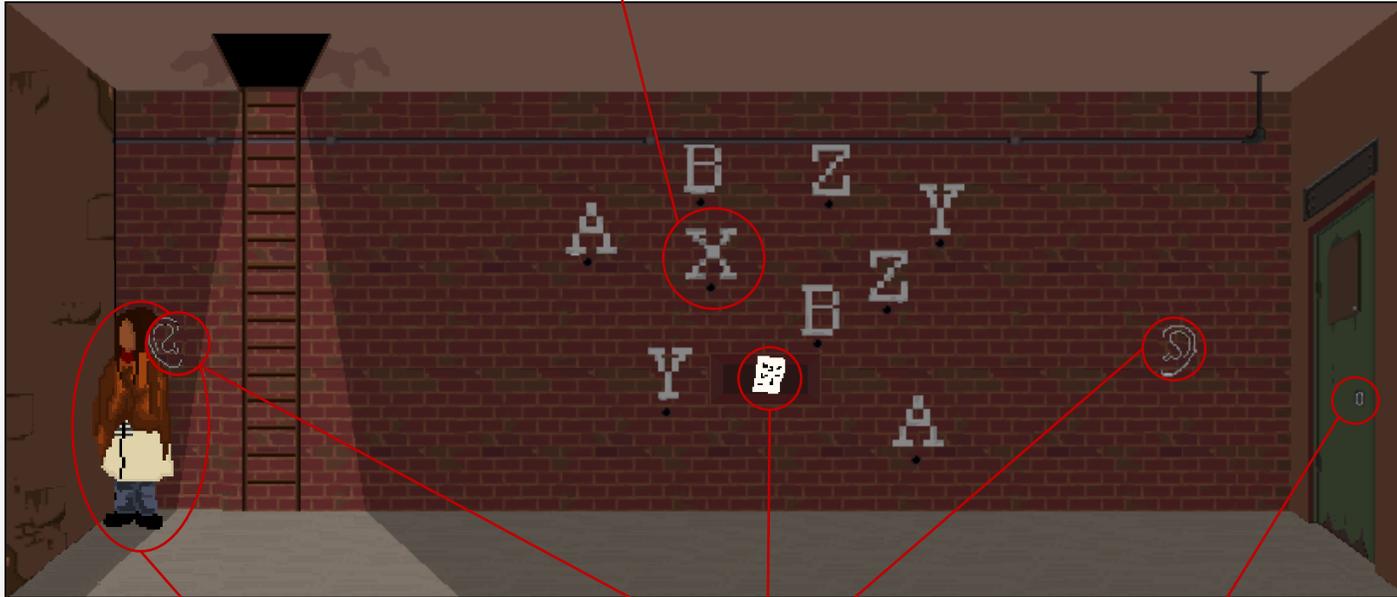
Room 2

Room 3

Room 4

Room 5

*"X marks the spot, dear. Keep that in mind."*  
- You will need to use an item to activate the puzzle



Discover the story behind the main character and Elise, by giving her the blanket. She is listening to the walls; she is the key to salvation

"The walls have ears"  
- Proceed to the remaining engraving

Insert key here

Having reached the 5<sup>th</sup> room means that you have accomplished the previous quests and now this final puzzle may put your knowledge you have absorbed to the test. This Room will reveal the dark past of the main character by introducing one of its hidden figures. You ought to remember all the details you have which have been scattered all around as you will find yourself in the position of choosing the action you'll take. Will you pass the ultimatum? [Get Hint 1](#) [Get Hint 2](#)

*\*The two given knife interactions will lead to parallel endings. It is your turn to change the story.*