

Fiendish

RESOURCES

Fiendish: Jekyll & Hyde is a sim game primarily concerned with resource management, consumption (both senses of the word!) and character interaction. For our purposes, "Jekyll" is the main character in either persona. If Hyde is meant, then that will be specified in the text.

Health (icon: heart)

Time (icon: clock/watch)

Goodness (icon: hands in prayer)

Badness (icon: fist brandishing weapon – knife or cudgel)

Status (icon: male – top hat, female – bonnet)

Wealth (icon: coins)

Romantic Appeal (special – NPC resource, only used when wooing)

HEALTH

Health determines the "life" of your character. It only has an affect when it drops to 0, but that affect is death (start over from save point) or something less severe like hospitalization (costs money to recover, free health care hurts status). Character animations (coughing, heavy breathing, moans, use of a handkerchief) and NPC reactions help the user to know his/her current health (in addition to interface).

Jekyll starts the game at full Health.

Health is reduced by:

Inappropriate dress (warm clothing in warm weather, light clothing in cold weather)

Lack of an umbrella when it's raining

Unwholesome activity (women of ill repute, drug use)

Physical injury from fights

Toxic potions made in the lab

Random events*

Possibly, in Hyde mode (Hyde only loses Health when attacked), the character can gauge his/her Health level by looking at his character's hands (bruised/bloody which get worse as Health declines).

Health is restored by eating (Jekyll) drinking alcohol (Hyde) and medicine (expensive!).

*Random health events could affect our poor hero, though these events shouldn't ever prove fatal. This would simply be a warning to get to the clinic or hospital.

TIME

Time is a finite resource (it cannot be regained) that ticks away while the player explores the game. There is no "time limit" to complete the game but individual missions may have time limits. Also, time spent not in pursuit of a paramour will result in the loss of romantic appeal.

GOODNESS/BADNESS

G&B are inversely proportional attributes that increase and decrease in value as the game progresses.

Goodness starts at a medium-high state (the clasped hands). If Goodness drops too low, the icon changes to the fist/weapon.

Goodness/badness determines:

Romantic involvement with Christine/Jonathan and Lucy/Roger

Ability to perform certain quests

Ability to move within certain areas at day or night (bad characters can move in bad neighborhoods without too much problem)

Reactions from NPCs (including the police and criminals!)

Efficacy in a fight (there is no strength or dexterity attribute in this game)

Lastly, the game will have multiple endings depending on Goodness/Badness at end of game

Goodness is gained through

Confession with Priests (is free but user must take time to travel to church and confess)

Gentlemanly behavior (interacting with NPCs in a positive manner)

Defending NPCs from attack

Completion of missions flagged as "Good"

Badness is gained through

Attacking NPCs

Ungentlemanly behavior (interacting with NPCs in a negative manner)

Drinking/drug use

Completion of missions flagged as "Bad"

STATUS

There are five levels of Status:

Common Poor: criminals, prostitutes, pickpockets, urchins

Poor Working Class: low end merchants

"Middle Class": Priests, cabbies, the "average" citizen encountered on the street

Rich Working Class: high end merchants

Idle Rich: High Society types – the upper crust

Jekyll starts the game as "Middle Class."

Status is gained through the following methods:

Interaction with those one level higher or lower than your character. "Interacting" means engaging with that person in a positive way using the interface.

Status is also gained through expenditure of Wealth (clothing, hailing cabs, art) and through completion of missions (for example, becoming engaged or doing a favor for someone).

Status is lost through destruction of clothing (ie: the aftermath of a fight), theft of art (robberies, random event, can be lessened with hire of servants), drunkenness and failure to complete missions on time.

Status is important as it defines the reaction the player gets from NPCs. High Status will also unlock special areas (and thus, unlock special missions). Lastly, Status is the most important resource when wooing Prudence or Milton.

WEALTH

Wealth is a key attribute in the game because it helps the player to acquire material goods and it makes life easier for the player. However it's VERY easy to lose, harder to acquire and isn't in and of itself valuable.

Wealth is used to purchase clothing, weapons, food, drink, medicine/drugs, art and other such things. These are known in the game as "goods" and are defined as objects that are bought from NPCs and are stored in the player's personal inventory or home inventory.

It can also be used to bribe policemen, to give money to urchins, to gamble, to solicit prostitutes, to hire servants, to hire cabs and to recover Health in a good hospital. These are "services" and are defined as an interaction with an NPC that doesn't provide an actual "thing" for the character to own/consume/carry.

Wealth is gained through stipends (regular deposits in the character's "account" stemming from his/her inheritance), gambling, begging, payment (for completion of missions), robbery (attacking NPCs) and sale of used items (at a greatly reduced price).

Wealth is lost through spending on goods and services, robber (the player is attacked and loses the fight), and pick pocketing.

Wealth is also important when wooing Violet or Bertram.

ROMANCE

The four paramours are:

Christine/Jonathan: values Goodness (wonderful and sweet)

Violet/Bertram: values Wealth (greedy and piggish)

Prudence/Milton: values Status (stuck-up and cold)

Lucy/Roger: values Badness (evil)

Christine/Jonathan is the "hero" paramour we want the audience to root for, the others are less desirable but wooing them unlocks certain aspects of the game.

INTERFACE

Jekyll is shown from "god's eye view" and is followed around by the player. Simple point-click interface. Left-click to move, right-click to select options from menus.

As Hyde, it changes to a first-person view. Navigation is point, click (on ground) or WASD cluster (standard FPS). Right-click brings up menu selection. Hyde loses most/all HUD display and must rely on sound/visuals/reactions to discern health, time, etc.

Game speed is “leisurely stroll” but can be sped up or slowed down using +/- keys (or menu options).

Inventory system is standard roleplaying game model (Inventory screen shows human shape with slots for various items).

ENVIRONMENT

Three-dimensional look to a primarily two-dimensional game (like Syndicate or the Sims). Everything more or less happens on the ground plane. Character can interact with some but not all objects (this must be made clear in visual presentation).

Weather effects (rain, snow, fog) are very important! Bad weather not only looks cool but affects the character (rain ruins clothing, staved off with umbrella, cold weather requires warmer clothing, warmer weather requires lighter clothing and/or fan, fog lessens “threat range” of character/NPC reactions).

Day/night is also important (clock will be a shorter day/night cycle and seasons will change fairly quickly). Daylight hours are more heavily populated, more stores are open and streets are safer. Nighttime is more dangerous to the player but more conducive to acts of mayhem (less cops, less bystanders).

TRAVEL

Foot travel times depend on game speed but is (in general) more leisurely – this is not an action game!

Other modes of travel include cab rides (cost money and requires some level of status but is fast – nearly instantaneous!) and subways (as fast as a cab but you have to travel to a stop and subways shut down at night – research real London Underground – did it exist back then? Do we care?).

WEAPONS

Masculine weapons include canes/cudgels (standard, but legal to carry and wield), knives (deadly and illegal) and pistols (ranged and deadly but illegal and expensive).

Special weapon is the sword cane, which combines the expense of a gun, the lethality of a knife and the legality of a cane.

Feminine weapons replace cudgel with fan/handbag. Special weapon is the bejeweled hat pin (same deal as sword cane).

MINI-GAMES

There are several mini-games that mesh with the overall game play:

Occult Shop (tarot reading, “foresees” future which has random resource affects)

Parlor games (card-based gambling)

Back-alley Dice games (dice-based gambling, unwholesome)

Potion Creation (laboratory, changes Hyde in various subtle ways)

Letters (fun email/postcard system to let players send Victorian mail back and forth)

Barbershop/Salon (just-for-fun customization of character appearance)