

by IridescentTaste

The current version of the game is 1.9 (chapter 10).

Warning

This game is restricted to the adult audience. If you are under the age of 18, please don't play the game. This game contains nudity, strong sexual content, explicit profanity, violence, and use of alcohol and drugs. If you find these themes offensive or such content is prohibited by your country or local law, please don't play the game. This game may contain scenes that could trigger epileptic seizures and other medical conditions. The story, all names, characters, and incidents portrayed are fictitious. Any similarity to actual persons, living or dead, or actual events, is purely coincidental. All characters are 18+ years old.

Story

Kathleen is 19 years old. She has an older sister, Viola. Several months ago, Viola disappeared, without a word, without a trace. No one has heard from her since. Kathleen is almost over it, but tomorrow is Kathleen's first day at the college. And coincidentally the same college that her sister attended. Now it's up to Kathleen. She must navigate her first college year – she'll study, meet new people, have some fun and make new friends (or maybe more than friends). But could she really find happiness while her sister is still missing? Will she find out what happened to her? Which path will Kat's life take?

Gameplay

The game is powered by Ren'Py visual novel engine. Please make yourself familiar with Ren'py controls for the best experience (see Help in the game menu). For the best experience, play with music and sounds on. Transitions should be enabled (very important for smooth gameplay and animated scenes).

In general, the game is not going to hold your hand (only selected stats are visible and only sparingly). But the characters will remember what you did and what you told them and will act accordingly. Decisions are all yours, but beware, some can have far-reaching consequences. There are three features to help you keep track of your game progress. You can find them in the game menu (during play, use the Escape key on PC / touch 'Menu' on the bottom menu on Android). **Investigation** shows a list of completed tasks. **People** shows a list of all important characters you've encountered. **Investigation board** can be used as a quick visual reminder of the current state of Kat's investigation.

The game features a **Gallery**, which allows you to replay specific scenes from the game. Only scenes that you have actually seen in the game are available in the Gallery. There are also **Achievements** that you can unlock for some bonus images. Achievements are unlocked when particular conditions are met during your gameplay (eg. the achievement 'First steps' is unlocked upon the completion of the first chapter). Finally, there are **Extras**, which contain additional scenes for more context. Gallery, Achievements and Extras are not bound to your current gameplay – that means you can play the game several times or load the game from multiple save slots to try to unlock all scenes and bonuses.

There is also a bonus content reserved for Patreon supporters. If you have a Patreon code, you can unlock it in the menu **Code unlock**.

Contact & support

Patreon: <u>IridescentTaste</u>
Discord: <u>Shard of My Soul</u>
Twitter: <u>IridescentTaste</u>

Information for Android users

The game can be played on Android OS. However, it is recommended to use a device with a larger screen, which allows you to control the game comfortably. The text is scaled up on the smaller devices to be readable, but that means it occupies a larger portion of the screen. Often, you might want to hide it to show the whole scene, which can be done by touching 'Hide' on the bottom menu. Touching the screen again will make the text appear.

IMPORTANT: Save files on Android OS are not stored persistently. That means you have to backup your save files before you uninstall the game or they will be permanently deleted. Save files can be found in your device's storage in this path:

/Android/data/com.iridescenttaste.shardofmysoul/files/saves/

System requirements

These are Ren'py 8.2.1 system requirements.

Windows

• Version: Windows 7 or higher

• CPU: 2.0 Ghz 64-bit Intel-compatible

• RAM: 2.0 GB

• Graphics: OpenGL 3.0 or DirectX 11

macOS

• Version: 10.10+

• CPU: 2.0 Ghz 64-bit Intel-compatible (Apple silicon supported through Rosetta 2)

• RAM: 2.0 GB

• Graphics: OpenGL 3.0

Linux

• Version: Ubuntu 16.04+

• CPU: 2.0 Ghz 64-bit Intel-compatible

• RAM: 2.0 GB

• Graphics: OpenGL 3.0

Android

• Version: Android 8.0 or higher

Installation

Windows: Extract the zip archive, run ShardOfMySoul.exe. Linux: Extract the zip archive, run ShardOfMySoul.sh.

macOS: Extract the zip archive, run the game. Android: Install the APK, launch the game.

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I hope you will enjoy Shard of My Soul!

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Frank Baum

Thank you!

Third-party resources and licenses

Ren'Py: renpy.org (https://www.renpy.org/doc/html/license.html)

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Audio: freesound.org (https://creativecommons.org/publicdomain/zero/1.0/), pixabay.com (https://pixabay.com/service/terms/), freesoundeffects.com (https://www.freesoundeffects.com/license-agreement/), Faeries by Ivan Duch (https://ivanduch.com), Dragon Hoard by Ivan Duch (https://ivanduch.com), Heavy_Rain_UK_Cambridge_2 by alexkandrell (https://freesound.org/people/alexkandrell/sounds/316893/), dying gasps by AmeAngelofSin (https://freesound.org/people/AmeAngelofSin/sounds/326890/), woman in trouble by phantastonia (https://freesound.org/people/phantastonia/packs/33964/)

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