



# POST SCRIPT

Instruction Manual

**Resolution**  
MAGAZINE

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# Post Script

How did the world end? It seems so long ago now. Too long ago to recall the details.

It recovered, for a while. The clouds parted, the grass began to grow. Children played and music sounded. It even felt... safe.

But the end was inevitable, really. And through the haze of time, we all remember one thing: it was your fault.

*Post Script is an episodic narrative mod for Valve Software's Half-Life 2: Episode 2. Explore the remains of a town destroyed by its own tragedy in a collection of short, interactive vignettes. Solve environmental puzzles and uncover the mystery of how, somewhere along the line, the whole world fell out of existence completely.*

## Episode 1

The clocks go back today, cherub.

Don't listen to the terrible purveyors of cruel words. They just need somebody to blame. But I know you. You just need somebody to care.

I understand. It must have been difficult for you. It would be positively awful for any poor soul to bring about the end of everything.

But here. Let me guide you. Let me be your mentor. Let me take you by the hand and make every drop of hope return to your frail mind.

Oh, I am sorry. I didn't introduce myself.

I'm Celeste. And depending on your tastes, sweetheart, I'll either make your day or break your heart.

# System Requirements

1.7GHz processor (single-core)  
512MB RAM  
Direct X 8 compatible video card  
Windows 2000/XP/Vista/7  
Internet connection (to download the mod)  
Steam (to run the mod)  
Half-Life 2: Episode 2 (to run the mod)

## Installation

To install Post Script, please follow these basic steps:

**Extract the *postscript* folder from the .zip file.**

**Place the folder in the *SourceMods* directory in Steam. The full string should be *.../Steam/steamapps/SourceMods/postscript/*.**

**Launch (or exit then relaunch) Steam.**

*Post Script* should now appear in your *My Games* tab in Steam. If it does not, please ensure that the *postscript* folder is in the correct place, that you have a copy of *Half-Life 2: Episode 2* installed, and that your system meets the minimum requirements above.

## Controls

Although *Post Script* is built in a first-person shooter engine, it is not an action game. As such, it uses less controls than *Half-Life 2* itself.

The controls you'll need default to:

**W - Move forwards**  
**A - Move backwards**  
**S - Sidestep left**  
**D - Sidestep right**  
**MOVE MOUSE - Look around**  
**E - Interact (pick up/drop items, open doors, press buttons etc.)**  
**SPACE - Jump**  
**CTRL - Crouch**  
**LEFT MOUSE - Throw item**

All controls are re-mappable via the Options menu.

# Playing the game

*Post Script* is unlike most first-person games. There is no combat and no danger of death. It is perhaps more like an adventure game, but there are only a few puzzle elements. Instead, *Post Script* places its focus on exploration and discovery.

At various points in each episode, there are opportunities to deviate from the main path and explore the game world. This is where the meat of *Post Script* lies. It is possible to finish Episode 1 in just a few minutes, but to do so would be to miss out on much of the content. The story of the game can only be pieced together by searching around the game environment for visual clues, and triggering contextual dialogue from a series of characters.

Don't expect all of it to make sense, especially at this stage. Don't expect there to be a simple explanation of what's going on in this place. It's up to you to make inferences, to formulate ideas, to build your own theories. As each episode progresses, things should become a little clearer, but there are no definite answers. *Post Script's* world is one of mystery. See if you can solve it.

## Credits

*Post Script* is written, designed and developed by Lewis Denby.

Textures, models, sounds and engine code from Valve Software's *Half-Life 2: Episode 2*.

Additional sounds, music and art by Lewis Denby.

Play tested by Martin Gaston, Alexander Norris, Jason Rathkey and Ashton Raze.

Developed and released in association with Resolution Magazine.

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