



**SUNNY
MORNING**

MANUAL



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PREFACE

Hello and Welcome to the Sunny Morning Incorporated Official Guidebook and Reference Guide to Door-to-Door Survival and Attitude Management.



Use this booklet as a continuous reference to proper handling of the various situations you will encounter.

(this guide does not address life threatening situations, even though those may and probably will appear).

HISTORY

Sunny Mornina came to be approximately in 2000 BC as a group of true believers managed to summon the "██████████".

Following this success, the group grew into a business conglomerate following the next few millennia, and recently ventured into the door-to-door amenities market.

And now YOU are part of this ever growing family*.



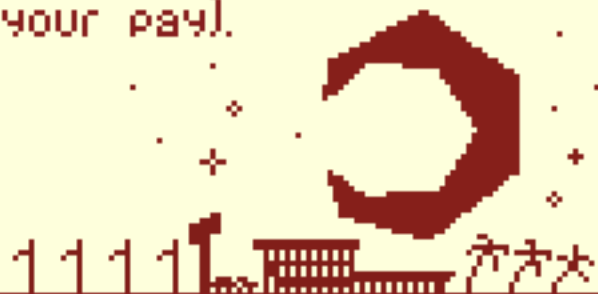
(*Sunny Mornina is not actually a family, employees are allowed to have their own families, even if this is not encouraged by the company)

ROUTINE

Your usual workday will consist of visiting three (3) to four (4) houses during regular work hours. Please manage your time properly so you can fill your quota as required.



As you will probably visit different towns than your own place of residence, Sunny Morning will direct you to a local motel for you to use as an operational base (discounted from your pay).



YOUR CARDS

Our sales job is based on the card system*. At each stage of the conversation you will have three options to approach.

OPTION 1

OPTION 2

OPTION 3



Choose the one that best suits the situation. Although all talk is subjective we at Sunny Morning believe that pre-defined speech is the best strategy for success.



(*Sunny morning is not responsible for the events resulting from the use of the cards)

TIPS

-Residents in a home usually have their moods varied by the time (day, afternoon or night).

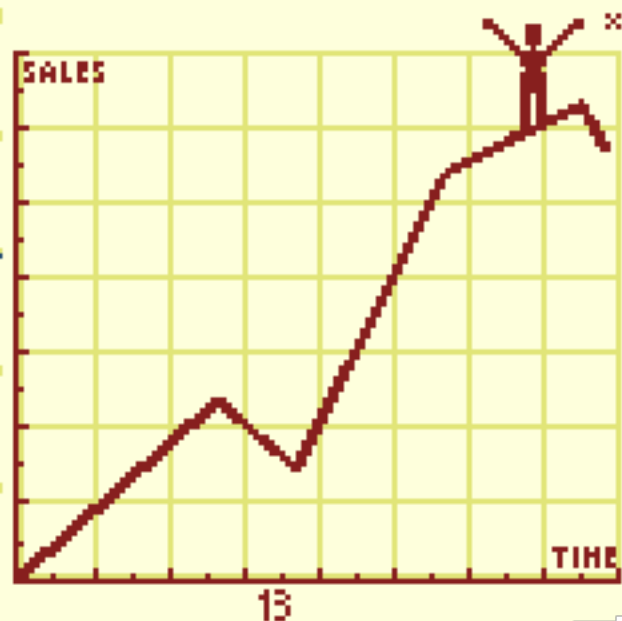
-A GREAT salesperson takes its time, and build its sales pitch along the customers responses.

-Different paths in a conversation may lead to better results in the end.



*Merely illustrative images

-But remember: There's always a risk in probing too much.



COMMANDS

With the technological revolution at our doorstep we find in the click the perfect form of interaction. To do anything click on the interface icons or highlights.



Mouse cursor in non-clickable area.



Mouse cursor in clickable area.

Remember, when in doubt, click!

Everyone loves a shortcut! Here they are:

[ESC]: Usually exit menus.

[Z], **[X]**, **[C]**: Shortcuts for using the answer cards, respectively.

[↑], **[↓]**: Move item menus with arrows.

[enter], **[space]**: Overall they confirm or "continue" the game.

MOTELS

Road Side Motels offer the best comfort for your sleep, with an exclusive wake-up service and unrivaled room service. Check out our menu! We lovingly leave a copy of the menu on the minibar*.

ROAD SIDE MOTEL

(*Be warned that the minibar is empty at the recommendation of Sunny Morning!)

#THE WAKE-UP SERVICE#

Wake-up service automatically** wakes you up at 6am every day. So you can visit more houses and have coffee (if you have money).

#THE MOTEL MENU#

The stock of items on the menu is limited by one per day. Items are re-stocked once a day in the morning.

(**You need to set it up!)

ITEMS

Consuming is the best way to alleviate the frustration of everyday life. With products supplied globally by Sunny Mornings we make sure that no day at work will be stressful enough to get you off track. Check out the options we have selected for you in our motels "Road Side". (*Expenses per employee account.)



We provide*:



-Emotional support.



-Therapeutic substances.



-Distortion of reality...



...and of course, coffee!
(avaiable in two sizes!)



NOTEPAD

Old methods are the best!
That's why we offer the
personal notepad. With it
you can control the
consumption of items,
check your status, adjust
the Settings of the game
and see the Tips of a
house. Tips are
discovered during your
sales and are shared
among all Sunny
Salesmen. When you set a
tip, we all win!

Click this icon at the
top left of the screen:



Or click this option
before starting sales:



Or press the **[esc]** Key
at some point.

THE REPORT



SUNNY
MORNING

GREAT!

Another DAY over!

I bet you did a fine job!

Minimum Quota

achieved: YES!!!

Payment: \$20

Total Sales: 3

Bonus Payments: \$30

At the end of each day
we will send you a
Report. There you will
find information about:

-Your Daily and Bonus
payments:

You will receive a
bonus payment every
time you achieve the
minimum quota of that
day. You also receive a
small bonus every time
you work at night.



THE REPORT

-Daily Quota and product sales:

You have a minimum Quota to achieve everyday. To beat that Quota, you have to sell at least ONE product to a person or other thing you might encounter (selling is the point).

At the end of the Report, you will see your Next Goal Quota.

-Your Expenses and Balance:

We will then calculate your expenses and overall balance for you*! Handy!

- Remaining Days in the city:

You have only five (5) days on the city. Use them well, time is sales!

(*Not yet deducted from income tax)

THANKS

Friends and Family:

Camila Carlos
Diciola Maria
Eduardo Damasceno
Fernanda Ventura
Keiko Kawati
Luciana Cafassi
Maria Amélia
Maria dos anjos S. Dilly
Mayumi Yoshizane
Naruto
Raíssa Carvalho
Samoel Dilly

Main tools used:

Audacity
Blender 3d
Gimp
Krita
Stencyl
Ubuntu OS

Thanks to all the
developers who worked
on these tools!

CREDITS

A lot, you can't imagine:

-Filipe Dilly-

Thinking about life:

-Luis Felipe Garrocho-

Art as a way of living:

-Ricardo Tokumoto-

Listen, I am everywhere:

-Rafael Assunção-

Fill the gaps:

-Daniel Pinheiro Lima-

Russian localization:

-Анна Боровкова :3-

$$((S \times 10) \times W\#) \times NS +$$
$$(T\# \times VH + IB + \$) \times$$
$$(VH + CU) - (D + R)$$
$$= SepS!$$

S=sales

T#=tips

WQ=week quota

NS=night shift

IB=Itens Bought

VH=visited houses

CU=cards used

D=depression

R=rage

Developed by
Post Mortem Pixels
and friends



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