

Professional

by The Dominant

Species

Full Walkthrough

Professional

Select an option from the menu by typing and entering a number

[1] Start Game

[2] Watch Introduction(full)

[3] Watch Introduction(abridged)

[4] Game Information

[5] How to Play

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Ø 1

Get ready.

Carcasses bleed at the sight of the murderer.

Robert Burton

Blood hath been shed ere now, i' th' olden time,
Ere humane stature purged the gentle weal;
Ay, and since too, murders have been performed
Too terrible for the ear. The time has been
That, when the brains were out, the man would die,
And there an end. But now they rise again,
With twenty mortal murders on their crowns,
And push us from our stools. This is more strange

Than such a murder is.

William Shakespeare

Murder, murder, murder was the case,
Of a hitman,
Whose heart was erased,
Revenge to him,
Is gettin' paid,
Murder, murder, murder was the case

Me

{Press any key to continue}
You are...

THE PROFFESIONAL

by critically acclaimed author The Dominant Species! Creator of many other works of art. Of course I don't make games. I make art. Remember that. This is a piece of artwork. A set piece, if you will. If you don't have fun playing it, you suck at adventures.

[Tap a key to begin this intricate adventure.]

~~~Room~~~

You are in a room. It belongs to the guy you're supposed to kill. You look around and see a desk, window, and painting. You sigh as you realize the man isn't coming until later on. Maybe this is a good time to look at his stuff.

Ø x desk

The desk is made of oak. The desk is closed.

Ø open it  
(the desk)  
You open the desk. A key is inside the desk.

Ø take key  
You take the key from the desk.

Ø x painting  
You move the painting and find a safe behind it!

Ø unlock safe  
You unlock the safe with the key.

Ø open safe

You open the safe. A letter is inside the safe.

Ø take letter

You take the letter from the safe.

Ø read letter

the letter says ----

I swear for the last five days I've felt like someone has been following me; I also feel like someone wants me to die, this feeling is unwarranted; I heard a man talking about killing me with a coworker this morning -- I'm gonna get otta here!

Uh Oh.

Ø I

~~~Room~~~

You are in a room. It belongs to the guy you're supposed to kill. You look around and see a desk, window, and painting. You sigh as you realize the man isn't coming until later on. Maybe this is a good time to look at his stuff. You should look outside.

Ø look outside

You look outside and see a man walking to his car. Wait a minute! That's the guy you're supposed to kill. You take your gun and fire on the car and it blows up and the guy is set on fire. Sweeeeet! Mission accomplished.

[Continue By Pressing A Key]

I hope you enjoyed this game -- no, I know you enjoyed this game. Because it's the best thing ever made. Look forward to The Professional 2: The Return coming September 19, 2006.

Press to go to next screen

Short Walkthrough

1

x desk
open it
take key
x painting
unlock safe
open safe

take letter
read letter
|
look outside

Development Diary

January 12, 2004

I am beginning work on my most ambitious project yet. An action/thriller/horror involving a hitman. I am working very hard to make sure I don't disappoint my fans, although I don't really care what they think and I won't take their wishes or IF convention into consideration.

July 7, 2006

I'm done. Finally. My master set-piece is complete and everyone will love it. I must release it right away. I really hope people get the vision behind the whole thing and not just focus on the game itself.

Interview

This is an interview conducted on February 30, 2006 concerning my game and me in general. Matt Morelandhound was the interviewer. I will abbreviate his name as M and me(The Dominant Species) will be abbreviated to the number 1.

Interview begins.

M: How's it going TDS? I loved your last game. It was a classic. Brilliant. Brilliant piece of work.

1: Tell me something I don't know.

M:(laughs)

1:(laughs)

M: Okay now since your last two megahits what are you up to now?

1: I am working on a game called "Professional", which I believe will bring something to Adrift its been missing for a long time.

M: I know you will TDS, you bring new things to the table.

1: Please don't brag on me, I don't want to seem cocky.

M: Oh, I'm sorry. I forgot you must play down your accomplishments to fit in in this world.

1: Yes...I'm afraid that's correct.

M: To have so many great games, you haven't won any distinctive honors. why is this?

1: My audience doesn't get what I'm trying to put out there! I got cheated out of four or five Adrift awards and 3 XYZZY awards. If I don't win the IFComp this year I will sue.

M: Don't worry, I recognize your genius and am making a game of my own. It's a sequel to this little gem known as Death Agency--

1: I thought this interview was about me.

M: Oh, sorry. Any words for IF players out there?

1: Play my games.

M: Any words for IF authors out there.

1: Study my games.

M: It's been a pleasure to interview you TDS. Thank you for giving me the time to--

Interview ends.