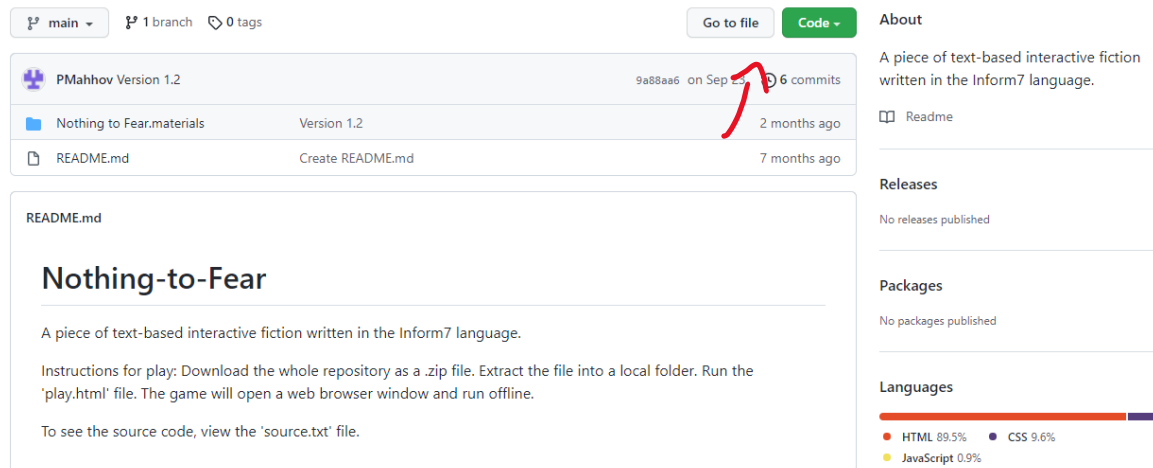
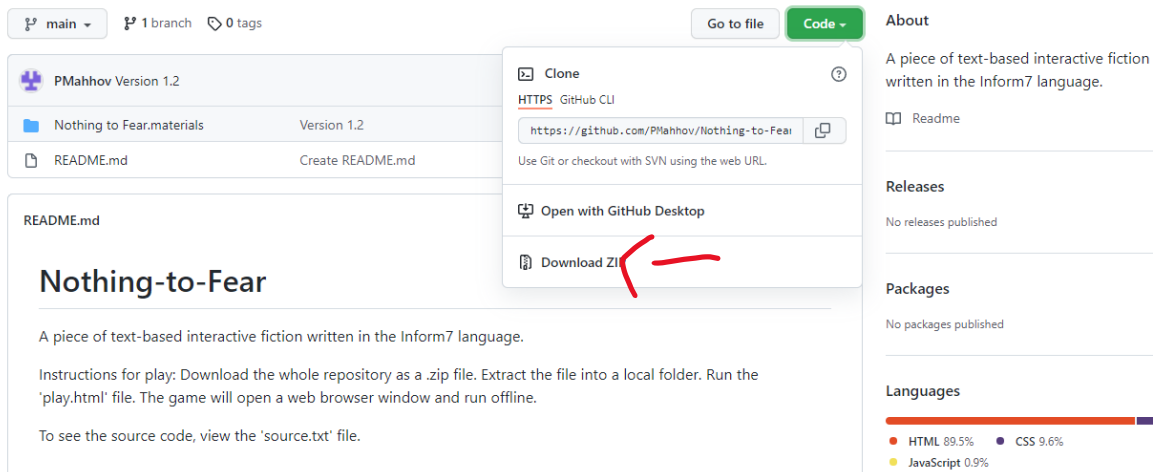


How to install and play Nothing to Fear, step by step:

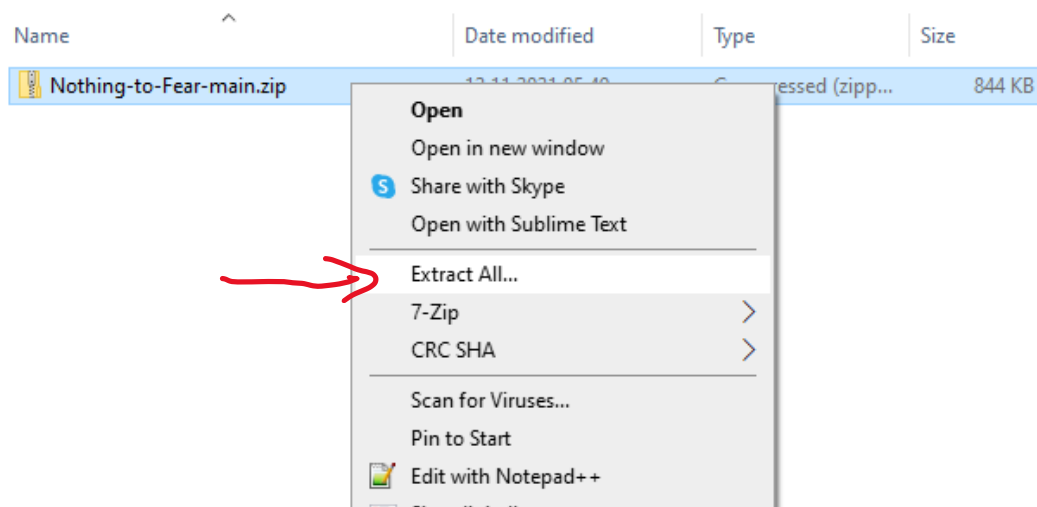
1. On a desktop computer, go to <https://github.com/PMahhov/Nothing-to-Fear>



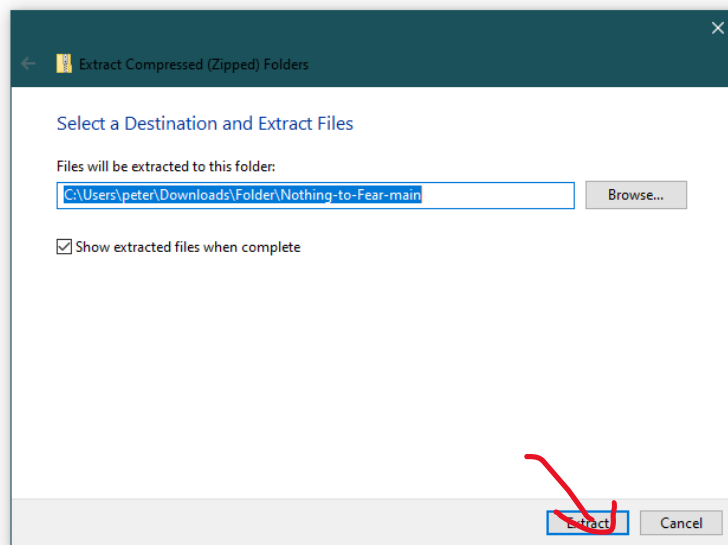
2. Click on the green Code button, and on the dropdown select Download ZIP



3. For Windows: Go to your Downloads folder, right click on the file called Nothing-to-Fear-main.zip, and select Extract All



4. Click on Extract



3-4. For Mac: Double-click on the Nothing-to-Fear-main.zip file and go to the newly created folder.

5. Navigate to "Nothing-to-Fear-main" → "Nothing to Fear materials" → Release

Name	Date modified	Type	Size
Nothing-to-Fear-main	12.11.2021 06:37	File folder	

Name	Date modified	Type	Size
Nothing to Fear.materials	12.11.2021 06:37	File folder	
README.md	12.11.2021 06:37	MD File	1 KB

Name	Date	Type	Size	Tags
Release	12.11.2021 06:37	File folder		
Cover.jpg	23.09.2021 10:34	JPG File	30 KB	
Small Cover.jpg	23.09.2021 10:34	JPG File	12 KB	

6. In the release folder, run the file called play.html. This should open a browser window.

Name	Date modified	Type	Size
interpreter	12.11.2021 06:37	File folder	
Cover.jpg	12.11.2021 06:37	JPG File	30 KB
index.html	12.11.2021 06:37	Brave HTML Docu...	3 KB
Nothing to Fear.gblorb	12.11.2021 06:37	GBLORB File	805 KB
play.html	12.11.2021 06:37	Brave HTML Docu...	2 KB
Small Cover.jpg	12.11.2021 06:37	JPG File	12 KB
source.html	12.11.2021 06:37	Brave HTML Docu...	4 KB
source.txt	12.11.2021 06:37	Text Document	53 KB
source_0.html	12.11.2021 06:37	Brave HTML Docu...	7 KB
source_1.html	12.11.2021 06:37	Brave HTML Docu...	6 KB
source_2.html	12.11.2021 06:37	Brave HTML Docu...	15 KB
source_3.html	12.11.2021 06:37	Brave HTML Docu...	11 KB
source_4.html	12.11.2021 06:37	Brave HTML Docu...	4 KB
source_5.html	12.11.2021 06:37	Brave HTML Docu...	13 KB
source_6.html	12.11.2021 06:37	Brave HTML Docu...	18 KB
source_7.html	12.11.2021 06:37	Brave HTML Docu...	32 KB
style.css	12.11.2021 06:37	Cascading Style S...	7 KB

7. If this screen is what opens, then you are ready to play.



[Home page](#)

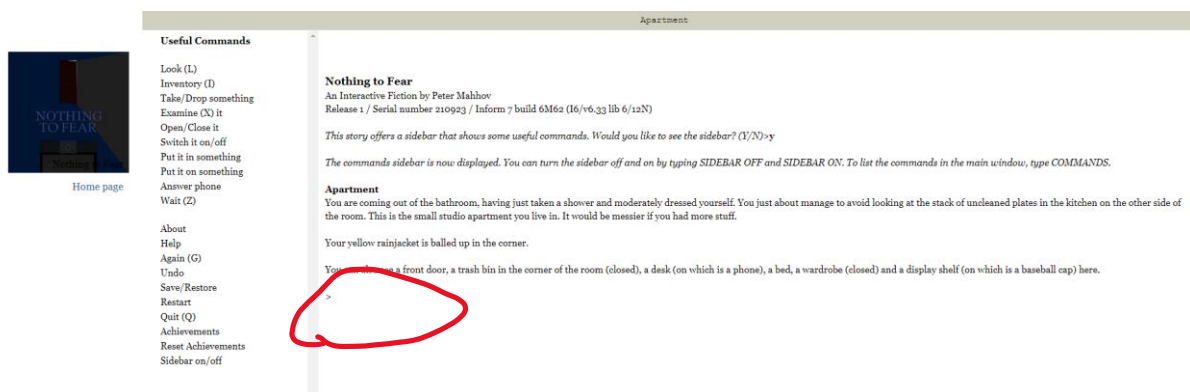
Nothing to Fear

An Interactive Fiction by Peter Mahhov

Release 1 / Serial number 210923 / Inform 7 build 6M62 (I6/v6.33 lib 6/12N)

This story offers a sidebar that shows some useful commands. Would you like to see the sidebar? (Y/N)>

8. If you have never played parser-based interactive fiction games before, type **Y** (for yes) to enable the common commands sidebar.



9. Type your commands after the **>** in the center of the screen

Most commands are entered in the form of [verb] [noun]. Feel free to experiment, the sidebar is not an exhaustive list.

10. Use the command **about** for help and credits



In the *about* screen, go up and down the menu with the arrow keys, and select with ENTER.

You can quit the *about* screen and go back to the game by pressing **q**.

11. Once you are finished with the game, you can examine the source code to find any alternative text, secrets, or achievements you might have missed. The Inform 7 language is very human-readable and can be understood with little to no coding experience.

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