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

1. Graphical user interface, text, application, email

   Description automatically generatedOn a desktop computer, go to <https://github.com/PMahhov/Nothing-to-Fear>



1. Graphical user interface, text, application, email

   Description automatically generatedClick on the green Code button, and on the dropdown select Download ZIP



1. Go to your Downloads folder, right click on the file called “Nothing-to-Fear-main.zip, and select Extract All

Graphical user interface, application

Description automatically generated



1. Click on Extract

Graphical user interface, text, application

Description automatically generated



1. Navigate to “Nothing-to-Fear-main” 🡪 “Nothing to Fear materials” 🡪 Release

Graphical user interface, application

Description automatically generated



Graphical user interface, text, application

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

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

A picture containing graphical user interface

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

Graphical user interface, text, application

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1. 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.

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

A picture containing shape

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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**.

1. 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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