Handbook

Objective: Your aim is to collect about 10 surveys from students, so that you can complete your graphs. To get the surveys, you must answer a series of questions from each student.

Commands:

Type “go <direction>” in order to move your character to that area.

Type “use <item>” to use one of your items from your inventory.

Type “drop <item>” to drop an item from your inventory, into the room.

Type “fight <student name>” to start the battle with student. (where there is a student in the room)

Type “print <book/thesis>” to print a book or thesis. (only available in the library)

In combat:

Type “attack with <item>” to attack with that item.

Type “use <item>” to use that item.

Type “leave” to flee from the fight.

Items:

Handbook: Your main weapon for fighting.

Cigarette: Replenishes sanity, but reduces health. (only usable outdoors)

Vape: Replenishes sanity, no effect to health. (only usable outdoors)

Book: Stronger weapon for fighting.

Thesis: Strongest weapon for fighting.

Survey: Your reward for defeating the students, needed to win the game.

Print credits: Currency used to print books/thesis. (only usable in the library)

Coffee: Replenishes health.