



USER MANUAL

About

Welcome to Pyslum, a mind-bending text-based adventure! You've woken up in an unusual place and have no idea how you got there. The more you find out, the less you know and the less you know, the more you feel the need to escape. But are you certain that's the mission? Pay close attention.

Authors/Programmers

Troy Hatchard, Lambee Mangal, Austen Oviatt and Sarah Ren (University of Lethbridge)

Communication with Interactive Fiction

With Interactive Fiction

To interact, type a command when prompted. Most interactive commands that the STORY understands are of numerical value. A STORY will be shown on the screen and below it will be response options. You type in the number associated with your response choice and the game will then process it. For example:

Story Text: Do you like cheese?

1. Absolutely!
2. No way hosay!
3. I'm indifferent.

Command line: 1, 2 or 3

Moving Around

You can move around by specifying the direction you'd like to go. Directions include FORWARD, RIGHT, LEFT, BACK, or RED DOOR, BLUE DOOR etc. These are used in conjunction with the GO command. Sentence examples are provide below.

Sentence Examples

Sentences are written in plain English text and are understood by key words. Some examples include:

GO FORWARD

GO TO BLUE DOOR

LOOK AT APPLE

USE BRUSH WITH PAINT

USE THE PERFUME ON THE PRINCESS

ADD MILK TO CEREAL

GIVE TOY TO BABY

Basic Commands

GO: Used to move to around to different locations in the game. This can be used in conjunction with directions or objects. Refer to "Moving Around" for more details.

LOOK: This will give you a full description of your location, items and non-player characters. You can also use "CHECK", "INSPECT" and "SEE".

TAKE: Allows you to pick up items and add to your inventory. You can also use "GET" and "GRAB".

USE: Allows you to use items in your inventory on objects, non-player characters, as well as in combination with other items. You can also use "GIVE" and "ADD".

TALK: Allows you to interact with non-player characters. You can also use "SPEAK".

HELP: This opens up a basic commands reference.

INVENTORY: This will give you a list of all the items you are carrying or wearing. This can be abbreviated to "i".

QUIT: This lets you stop the game. To save your current position, you must also use the SAVE command.

SAVE: This saves your current position in the game. You can later restore you

LOAD: This restores your previously saved position.