CS 467
Winter '21
Demonstrate Project

Team Alpha:

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You can begin the game in the OSU flip server:
        Type "**python3 game.py**" in the same folder with the game files.

Here is the key to the entire game. Just typing these commands alone will get the player from the beginning to the end of the game. There are many more commands than this.
You can also save and load the game anytime.

Popular commands:
        inventory
        look
        look at <item>
        pick up <item>
        grab <item>
        take <item>
        help
        map
        savegame
        loadgame
        go <north>, <south>, <east>, <west>
        exit

1st Floor Commands:

Arrive at the Entrance:
        take flashlight
        take coat
        look at coat
        wear coat
        look at flashlight
        turn on flashlight

go south

Arrive at the Guest Bathroom:
 take bucket
 look at bathtub
 fill bucket
 go north -- Entrance
 go east -- Tea Room

Arrive at the Tea Room:
 turn off flashlight
 look at fireplace
 pour water in fireplace or put out fireplace
 take shovel
 go south

Arrive at the Kitchen:
 open refrigerator
 take water bottle
 drink water or drink water bottle
 drop water bottle
 turn on flashlight
 go east

Arrive at the Garage:
 open tool box
 take batteries
 lift floor mat or remove floor mat
 dig with shovel or use shovel to dig
 take key
 go west -- Kitchen
 go north -- Tea Room

To clear the first floor -- Arrive at the Tea Room
 take coat off
 drop coat
 turn off flashlight
 look at elevator
 unlock elevator with key

2nd Floor Commands:

Arrive in Dark Hallway:

look at table
look at clock
take music box from table
inventory
open door
go west

Arrive in Living Room:

look at recorder
play recorder
go south

Arrive in Servants Quarters:

pull arm off mannequin
      Or
punch mannequin
      look
      take arm
      Or
kick mannequin
      look
      take arm

look
look at chest
open chest
take cassette tape from chest
inventory
go north

Arrive in Living Room:

put cassette tape in recorder
look at recorder
play recorder
go east

Arrive in Dark Hallway:

go south

Arrive in Music Room:

look at fireplace
take poker
stir ash with poker
inventory
look at note
drop note
open music box
play piano
look
go east

Arrive in Library:

look at desk
open desk:
> Need to have arm in inventory

look at desk
look in desk
take book from desk
turn flashlight on
look at bookcase
look at book
put book in bookcase
go west

Arrive in Music Room:

go north

Arrive in Dark Hallway:

look at clock
change time on clock
> 12

3nd Floor Commands:

Developer: Brendan Jang

Arrive in Hallway:

go north
Arrive in ThirdBathroom:

look at toilet
look at tank
look at sink
turn on shower
flush toilet
open mIrror
take pills
open tank
take old Key
*go south (Will take you back to the hallway.)
go west
Arrive in FuseRoom

take rope
take box
move shelf / push shelf
look at fusebox
open fusebox
close fusebox
flip switches/ flip fuses
go east (Will take you back to the ThirdBathroom)
Arrive in ThirdBathroom:

go south (Will take you back to the hallway.)

Arrive in Hallway:
go west
Arrive in Art Room:

look at first painting
look at second painting
look at third painting
take first painting
take second painting
take third painting (Matches will drop.)
take matches
go East (Will take you back to the hallway.)

Arrive in Hallway:
go east
Arrive in Office

turn on light
look at rug
move rug
move desk
move wardrobe
look at window
open window
look at desk
open left drawer
open right drawer
open center drawer
look under desk
look at hidden compartment / Look at compartment
take small key
look at wardrobe
open wardrobe (Need to have small key in inventory.)
go east (Will take you back to the hallway.)
walk in wardrobe (Will take you to the hidden room.)
> ***Arrive in hidden room (* can be done in any order)***

take mirror
take candle
look at shrine (Description will vary depending on what is on the shrine)
put mirror on shrine *
light candles *
put third painting on shrine *
press button
go north (Hidden doorway)
go south (Will take you back to the office.)
tie rope to shrine
climb down rope