**Escape** **from** **Cryo**

*User Guide*

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# **Introduction**

You have just awoken from a long slumber inside a strange cryogenic facility, unaware of who or what has imprisoned you. The only survivor that you can find is a mysterious man who calls himself Phil. His monotone voice echoes off of the metal walls of the facility, guiding you your freedom. You must make your way out of the facility and to the top floor to meet Phil and escape. There is much to learn through this daring escape. What will you encounter?

**Mission**

You must follow the instructions of Phil, the remaining survivor of the research facility. He will talk about the missing components required to fix the transportation vehicle. You must find these components in order to advance to the final floor. On your path, you will learn more about the whereabouts of your location and the secrets behind your incarceration. These encounters you make will ultimately affect the outcome of the game. Choose wisely, adventurer!

**Instructions**

**Move (Direction) –** Causes the player to change position and travel throughout the game. North, South, East and West are valid directions of travel and can lead to different locations based on the maps layout.

**Take (Item) –** Player takes an item found in the current room and places it in their inventory. If no such item exists in that room, the user will be notified of this.

**Remove (Item) –** Player removes an item from their inventory and into the current room. If the user does not have this item in their inventory, the user will be notified of this.

**View (Item/Inventory) –** Player is given a descriptive analysis of the item located in the current room or their entire inventory.

**Examine –** Player is given an extensive description on their current location, detailing possible exits, item locations, and miscellaneous details.

**Help –** Prints out all commands and their descriptions.