Escape From Cryo User Guide

# **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 is a mysterious man who calls himself Phil. His voice echoes through the intercoms of the abandoned facility, guiding you to 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 details 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 encounter more about the whereabouts of your location and the secrets behind your incarceration. The encounters you make will ultimately affect the outcome of the game.

**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 various 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 no such item exists 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.