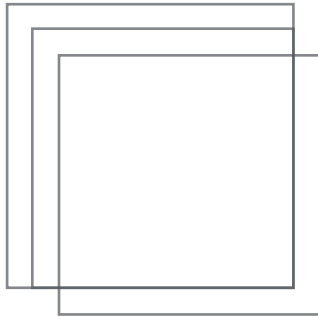


# CHRONOPHOBIA

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A GAME BY

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## MANUAL

**CHRONOPHOBIA** is a text-based adventure game in the style of the popular classic, “Zork”. You, the character, find yourself in an old abandon house with no memory why you're there. A beast awaits for your demise in the basement kicking and thrashing behind a locked door as every move you make may be your last. The only way out, the front door. Too bad it's locked with 4 different locks. Try to escape while you still have time...

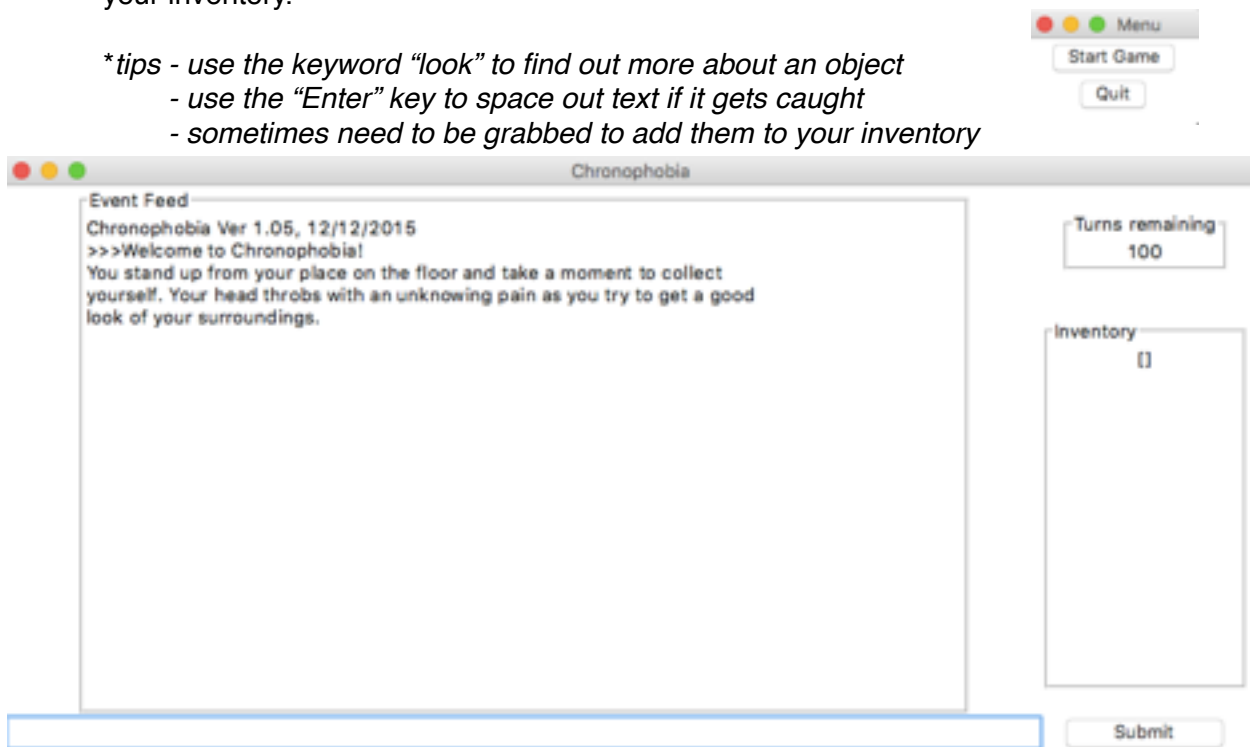
### I. Initial/Top Menu -

When first running the program, you'll be presented with the initial menu. From here, you can either start the game or quit the program by clicking the corresponding button.

### II. Main Window -

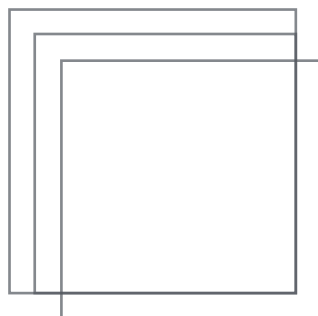
This is where all the action takes place. Here, the player can enter in a command such as... *verb* + the + *noun* and interact with things present in your surroundings. You'll receive a response based on your input that you provided. When entering your command, you can either hit your “Enter” key or simply hit the submit button found to the right of the input box. In the upper left hand corner, you'll see a counter showing you the number of your remaining moves (*every move counts!*). Right beneath it, you'll find your inventory. Here, whenever you find an item that can be picked up, it will be displayed in your inventory.

*\*tips - use the keyword “look” to find out more about an object  
- use the “Enter” key to space out text if it gets caught  
- sometimes need to be grabbed to add them to your inventory*



### III. Test Your Skills -

How quickly can you make it through the game?



## EXAMPLE

>>>

- This symbol represents what you have typed and inputed in the program.
- To see how many turns you have left, check “Turns remaining” in the upper right hand corner
- To check the items that you have in your inventory, check the “Inventory” box

The screenshot shows a web browser window titled "Chronophobia". The main content area is divided into two sections. On the left, under the heading "Event Feed", the game text is displayed: "Chronophobia Ver 1.05, 12/12/2015", ">>>Welcome to Chronophobia!", "You stand up from your place on the floor and take a moment to collect yourself. Your head throbs with an unknowing pain as you try to get a good look of your surroundings.", ">>>look around", "You find yourself in a dark room. Upon examining your surroundings, you seem to be in what looks like a fairly old house. Partially because of the smell of old paintings, and partially because of the woodworks. In this room, there are two doors, one on either side of the stairs, a large, wooden closet and a boarded-up staircase. There is also a table with a lamp. The doors lead to a den and a dining room.", ">>>look at closet", "The closet is fairly large and made of a fine wood. On the inside there are a couple of dustycoats and a wire coat hanger. There's also a flashlight resting at the bottom.", ">>>take the flashlight", and "You take the flashlight." Below this text is a text input field. On the right side, there are two boxes: "Turns remaining" showing the value "97" and "Inventory" showing the item "flashlight". At the bottom right, there is a "Submit" button.

Chronophobia

Event Feed

Chronophobia Ver 1.05, 12/12/2015

>>>Welcome to Chronophobia!

You stand up from your place on the floor and take a moment to collect yourself. Your head throbs with an unknowing pain as you try to get a good look of your surroundings.

>>>look around

You find yourself in a dark room. Upon examining your surroundings, you seem to be in what looks like a fairly old house. Partially because of the smell of old paintings, and partially because of the woodworks. In this room, there are two doors, one on either side of the stairs, a large, wooden closet and a boarded-up staircase. There is also a table with a lamp. The doors lead to a den and a dining room.

>>>look at closet

The closet is fairly large and made of a fine wood. On the inside there are a couple of dustycoats and a wire coat hanger. There's also a flashlight resting at the bottom.

>>>take the flashlight

You take the flashlight.

Turns remaining  
97

Inventory  
flashlight

Submit