Corridor

Corridor is a (hopefully) slightly eerie single-player text adventure by RUBIK. It takes place in the town the main character was born and raised in – (s)he's just finished school and most of his/her peers have left the town for college, or they're travelling the world. (S)he is standing in front of an abandoned industrial building that has always fascinated him/her, but had been locked up since before (s)he was born. Now its door is standing wide open – almost as if the building is expecting him/her...

To **start** the game, consult the corridor.pl file and execute the command `corridor`. To terminate the program, type `quit` and press enter. To restart it, type `restart` and press enter.

You can **interact** with the game by using fairly standard text adventure commands - `enter X`, `exit X` (or `leave X`), `use X` and so on. Typing `help` and pressing enter returns a list of commands you can use to interact with the game., Other commands are fairly self-explanatory, and for most actions there are multiple valid commands. All commands are case-insensitive.

Note: You can't „win" this game (even though you can lose). You can, however, explore the industrial building, which is described in great detail. This game is basically a short story, the pace of which you decide, and which you can interact with in a variety of ways.

Example dialog:

```
> enter building
You enter the building. […] You consider entering one of the rooms that are doubtlessly hidden
behind the doors.

> enter room 1
You try to open the door to the first room, but it doesn't seem to move at all. […]

> enter room fourteen
You enter the fourteenth room […] A sudden urge to jump down into […] overcomes you.

> don't jump
You pull yourself together – there's obviously no way you'd ever jump into […]. You stand up.

> where am i
You're standing in the corridor inside the building.

> enter twentieth room
You enter the twentieth room. It's empty, but there's a door in the left–hand side wall of the room,
which […]

> use door
You open the door and enter […]

> go back
You return to the twentieth room.

> location
You're currently in room 20.

> exit room
You leave room 20 and return to the corridor.

> leave building
You leave the building. […] You consider going home.

> blubb
You can't do that right now.

> go home
You decide to head home. It's been a long day, after all.

> enter building
You have finished the game by going home. Type "quit" to terminate the program, or type "restart" to
play again.
```