

Where to find the required Places, Objects, and Monsters

The game starts in Rekhi 112. There is a backpack, triangle, and server-key in the room. A square and lounge-key is in Rekhi 315. A circle is in Rekhi 214. The button to win the game is in the Rekhi lounge.

How to use Verbs and Objects developed for the game

The objects developed for the game are the server-key, lounge-key, circle, square, triangle, and backpack. The server-key and lounge-key unlock doors to the server room and lounge, respectively. The circle, square, and triangle are used to unlock the lounge door. Each shape can be “used” to reveal a clue to where the next one is. The backpack allows the user to carry multiple items. It cannot be dropped while items are inside it.

Demo Path

Start in Rekhi 112 (take everything in the room)

East to hallway 1

North to intersection 1

West to stairwell 1

Up to stairwell 2

Up to stairwell 3

North to intersection 3

South to hallway 3

Open server-door

West to Rekhi 315 (take everything in the room)

East to hallway 3

North to intersection 3

West to stairwell 3

Down to stairwell 2

North to intersection 2

South to hallway 2

West to Rekhi 214 (take everything in the room)

East to hallway 2

North to intersection 2

Open lounge-door

North to lounge

Press button

How to win (or lose) the game

To win the game, you must find the sunlight that is required to destroy all lurkers of Rekhi. The sunlight is in the Rekhi lounge, which requires a key. The key is located in Rekhi 315.

If a Zombie Grad Student is in the same room as you for more than two turns, you will lose.