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Cursed House: The Unix Game

Cursed House is a horror, adventure Unix game that teaches basic Unix/Linux commands to players. The game is targeted to High School students at the age of 16 and above, since the game holds mature themes relating to religion and domestic violence. The goal of the game is to play as an amnesiac man who discovers his past by solving puzzles and mysteries by using the commands that will be taught throughout the game.

The player will find himself in an empty room with only a note stapled on a door. The player will need to read this note and many others in order to progress through the game. The notes will teach the player how to read notes and interact with items and/or people with Unix commands. These notes are written by a mysterious writer who goes by the alias S.

The player will have no previous recollection of his past and must find out who he is and how to get out of this place. Once the player figures out how to move from the empty room to the hallway, the player will need to explore the cursed house in order to find a way to escape. The player will encounter pieces of his past through the house, because the house is an enchanted rendering of his old house and his sins. However, password-protected items/files will prevent the player from progressing. The player must use the clues in the house to solve the passwords in order to access these locked items/files.

The player will discover that he was a violent father and husband to his wife and son. The house endlessly torments the player with the guilt of his sins. He must uncover the clues to find the password to unlock the Gateway. The Gateway is a portal that will lead the player to the writer, S. The player will have to make a difficult decision between his need to survive and his devotion to his family.

The game can lead the player to 3 different endings: Greed, Devotion, and Trophy. The Greed ending happens when the player decides to sacrifice his wife and son to the writer for his freedom. However, this ending will lead to misfortune for both he and his family. The Devotion ending happens when the player decides to not sacrifice his family and stay in his imprisonment. The Trophy ending is the actual ending that the player can get if he can find the secret item in the Hallway. The secret item will lead to a game with the writer S. to test the player’s knowledge of the Unix commands. The ending will free the player from the house, but there is a con with this victory.

Each ending unlocks an Image card that incorporates the scene of the ending. The Image cards are images that were rendered in an ASCII image compiler at glassgiant.com/ascii/. The images are stock pictures found online. The stock pictures were edited and cropped to help the image to compile better. Credit of the pictures can be found in the readMe.txt file.

To begin, download the CursedHouse.tgx file and open it in a Unix/Linux terminal. Type the command “cat /home/your\_username/Downloads/CursedHouse/readMe.txt”, so that you can read the readMe.txt file in the Unix terminal. Type the command “cd /home/your\_username/Downloads/CursedHouse/Emptyroom”, so that you can start the game. Type the command “cat note”, so that you can read the note. Follow the instructions of the note and go to the Hallway. Once in the Hallway, read the note and explore the rooms of the Cursed House, and try to find your way to escape the cursed House