



You are in a city that has been crippled by a recent event that darkened the sky, assumed to be the result of a meteor strike. But just like in Tunguska, no specific impact has been identified. Most everyone in the city has evacuated, taking their most valuable possessions. You have stayed behind.

Your task is to survive, and in order to do that, you gather resources where you find them. There are a few natural (and possibly supernatural) hazards that may impede you. Your goal is to find as many resources as you can, and to store them in your house or any other safe house that you have access.

You may move in any of the following directions with the "go" command: north, northeast, east, southeast, south, southwest, west, northwest, up or down. You can also abbreviate the movement command and omit the word "go" which is implied, e.g. "nw" to go northwest.

You can perform tasks such as get, put, move, open, type, say, read, examine, inventory, score and quit. There are other commands you can use too, so try things to see what works. If a command can't be done, you'll be told.

A little bit of history about this game: Jinx was largely influenced by the classic text adventures of Colossal Cave and Zork. It has the same look and feel, so if you are familiar with those games, this will feel right at home.

Jinx's landscape is based on area around Tulsa, Oklahoma. Most location names have been "genericized" but a few have not. You'll see a few company names, most of which are now defunct. Even the name "Jinx" is a reference to a small town just south of Tulsa called "Jenks."

Most of the local geography is reasonably oriented and scaled but some is stretched or shifted for convenience.

There are a few "Easter Eggs" in this game, which are throwbacks to Colossal Cave and to Zork. They also involve Data General minicomputers and the AOS operating system. That, in itself, is something of a clue as to the nature of the Eggs.

The goal of the game, as stated earlier, is simply to survive. To do so requires the gathering of resources. It isn't so much that you need to be able to *use* the resources to complete the game – You are just stockpiling them.

There are a few items that can be used to complete the game but most are just resources to gather. Some are just fun information about the area and its lore.

Activities necessary to complete the game and the associated items required are mentioned in documents or on objects that can be found in the game.

You don't have to try things at random – If you find something, examine it. Read it. If it tells you things to do, seek out the items needed and use them.

Of course, many of the things you'll read are just fun facts about the Jinx area and its history. You'll have to decide what's important and what's merely interesting. As a general rule, if you can't interact with an object or if you find that examining it or using it produces no meaningful result, it probably isn't useful for completing the game.

But then again, how do you know what results are meaningful? That's the fun of playing the game, of examining the area and trying things to see what happens.

When you enter an area for the first time, the game will describe your surroundings, including the objects there. But it will abbreviate the description every time afterwards. So to get the full description, type "look."

Since some areas are large and require multiple turns to pass through, the abbreviated description will be displayed every time after initial entry. You could enter a large area that contains an object somewhere in the middle. You'll walk right by it and not notice the object if you don't take the time to "look."

The game keeps track of number of turns played, simulated "time elapsed" and points earned. Since you're walking around, the time it takes to move from place to place is several minutes per turn, at least. So the "time elapsed" records that.

Points are scored by obtaining valuable items. The value is doubled when the item is safely placed in a house. There is also one extra bonus score earned when you have "saved the world." But you'll have to figure out how to do that.

*Good Luck!*