



Hallow Eve

An Interactive Fiction of Horror

By Michael Phipps Jr.

-Instructions-

Overview of Commands:

Moving

WEST, W, IN, OUT, UP, DOWN (etc)

Talking to other characters

ASK FRED ABOUT STEVE, TELL STEVE ABOUT FRED (etc)

(Note that you can not issue commands to other players in this game)

Waiting for things to happen and looking around

WAIT, WAIT UNTIL 7:00 PM, LOOK (or X), LOOK AT, EXAMINE (same as look), SEARCH (more thorough than examine)

Manipulating objects

TAKE OBJECT, DROP OBJECT, PUT OBJECT IN CONTAINER, THROW OBJECT

Other actions

DRINK, EAT, CUT, HIT, TURN OBJECT ON, TURN OBJECT OFF, OPEN, CLOSE, SMELL, LISTEN, TOUCH, KISS, READ, PUSH, PULL, GET IN, GET OUT, LAUNCH, LAND, DETONATE, WEAR, REMOVE, UNLOCK

Important functions

INVENTORY (or I), SAVE, RESTORE, RESTART, QUIT, UNDO, ABOUT

Note about ending the game

This game has multiple endings. Endings are achieved by entering your car and putting the key in the ignition. The player will then be scored and ranked according to what he or she has accomplished in the game. The score will not display until the game has ended. *Please see ReadMe.txt in the .zip for credits, how to contact me, and other information!*