CRYPTESTHESIA

Welcome to CRYPTESTHESIA.

With enough perseverance and back-tracking, a whole host of exciting situations await the intrepid wanderer who exits the prefab. At a first glance, the world before you may seem as blank and inscrutable as the glassy screen of the monitor. Let the unfamiliar voice guide you through the darkness.

Embark on a journey of endless discovery! Become an adventurer, as mysterious and unpredictable as the characters in this realm! Discover a hidden dimension lost in the depths of the game world!

Room
You are standing in a white cube-shaped room.
The ceilings are high and there is good light and ventilation.

In the centre of the room there is a roughly painted white plinth.
On top of the plinth there is a monitor.

An open door leads out to the SOUTH.
There is a laminated notice attached to the door.

➤ read preamble
"PREAMBLE:

It is dark.

You are stationary.

An unfamiliar voice describes things you cannot see
In order to lead you
In directions NORTH, SOUTH, EAST and WEST
Through unthinkable places.

You will attempt to examine gaps
Of understanding in this world
In order to discover the emancipatory potential within.

                              *

To address the problem of thinking beyond yourself,
You must adopt a strategy of side-stepping:
Moving along through affinity and association.

Take pleasure in the ensuing confusion.

-Draw a path through the gloom.
-Collect and combine disparate fragments.
-Speak to strangers.

Good luck."

You must keep these instructions close at hand:

- Use the directions N, NE, E, SE, S, SW, W, NW, UP, DOWN, IN and OUT in order to navigate the game.
- The game parser will indicate which directions you can take. Some places are not immediately visible and will require further exploration to uncover.
- Use full, specific names for objects and places as indicated to you by the game. For example, in the above scenario you have correctly directed your avatar to "EXAMINE NOTICE".
  Had you said "EXAMINE NOTE" that would have been incorrect and the game would not have been able to process your request.
  As above, the necessary command words will often be highlighted for you in capitals.
  If capitalised words are separated by other, lowercase words, put them together to make your commands.
- Politeness will get you everywhere in this game.
  Useful commands for speaking to people include: "SAY YES" and "SAY HELLO". You must remember the verb to "SAY" or your avatar will not know what to do.
- Be wary, the game is haunted.
  Listen to your spirit guide and she will provide you with helpful hints.
- Lastly, you will receive more rewards the more you "LOOK".
- EXAMINE EVERYTHING in detail and you will not be disappointed.

By necessity some places will be visited before others, but it is up to you, the player, to navigate your own path through the network. There will be some dead ends, though hopefully none too grisly, and alternative conclusions may be reached by choosing particular routes. Sections of game world do not exist in isolation; each one overlaps and resonates in some way with each other. Every player will approach the stories hidden inside the game differently and, depending on their thoroughness, might miss some sections altogether.

Take pleasure in the ensuing confusion!

Useful words and phrases:

I = INVENTORY
LOOK = VIEW YOUR SURROUNDINGS
DROP = MOVEABLE OBJECT/S (use 'and')
PICK UP = MOVEABLE OBJECT/s (use 'and')

ANSWER [OBJECT]
BLOW OUT/INTO [OBJECT]
BUY [OBJECT]
CATCH [CHARACTER]
CLIMB UP/DOWN/IN/INTO [OBJECT/PLACE]
COMBINE [OBJECT AND OBJECT]
DRINK [OBJECT]
ENTER [PLACE]
EMPTY [OBJECT]
EXAMINE [ANYTHING]
FILL [OBJECT] WITH [SUBSTANCE]
FIND

```
FIRE [OBJECT]
FIX [OBJECT]
FOLLOW [CHARACTER]
GET IN/INTO [OBJECT/PLACE]
GIVE [OBJECT] TO [CHARACTER]
GO TO [OBJECT]
IGNORE [OBJECT/CHARACTER]
JUMP
LEAVE
LICK [OBJECT/PLACE]
LOOK AT [ANYTHING]
LOOK THROUGH/OUT [OBJECT/PLACE]
LISTEN
MOVE [OBJECT]
OPEN [OBJECT/PLACE]
PICK UP [OBJECT]
PLAY [OBJECT]
POUR OUT [SUBSTANCE]
POINT [OBJECT] AT [OBJECT/PLACE]
PUT ON [OBJECT]
READ [OBJECT]
RETURN [OBJECT]
SAY [HELLO/YES/NO]
SMELL
SPEAK TO [CHARACTER]
STEAL [OBJECT]
SWIM
SWITCH ON [OBJECT]
TAKE [OBJECT]
TAKE OFF [OBJECT]
THROW [OBJECT]
UNLOCK [OBJECT] WITH [OBJECT]
USE [OBJECT] WITH [OBJECT]
WAVE AT [CHARACTER]
WEAR [OBJECT]
```