Subject: Re: Jinx
Posted by Wayne Parham on Sat, 28 Aug 2021 21:51:31 GMT
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I thought I'd add some screen shots, so you could see what the game is all about. No cheats though - I don't want to ruin it for you - but I will give you one little hint, directions how to make your first score.

So here's the first screen shot, the entry page. This is the first thing you'll see when you start the game:

Pretty cool, huh? It's not like the new games with stunning graphics, but rather more like reading a book. You interact with your environment by typing instructions.

You can give directions to go wherever you want to go. You're standing just south of the house, so you can approach it and enter by going north. Or you can go other places to the south, west, east or northeast.

As you can see below, I chose to go west. That took me to an old school, which I tried to enter. It appears that the school is all boarded up. That's true of many places in this game, because the town is said to have been abandoned. But there are a lot of places that are still open too. You'll have to find out which ones are which.

After I went to the old school, I then went north, then east and then north again. There I found a coin!

Checking my score, I see that obtaining that coin earned me five points. That's great! So next I tried to go west, but found that wasn't an option. No path to the west, no way to go that way. Instead, I retraced my last steps back to the house. I went south, then west, south again and then back east. That brought me back to the house.

I went inside, examined my surroundings by typing "look" and then placed my coin in the living room. Checking my score again, I see that the points I earned by getting the coin had doubled. That's the goal - To get resources and bring them back to the house.

There are actually other houses you can use as "safe houses" too. You can choose any of them you want, as long as it isn't boarded up. If you can enter a house, you can make it your own and put your stuff there.

Most things are just resources you'll need to stockpile to survive.  A few items are useful during your travels, for things you might need to do in the game.  But in the end, you'll want your stuff in a house.

When you find an item, be sure to examine it and/or read it.  If it's valuable, you'll want to get it and eventually take it home.  Even if it's not valuable, it might be worth taking.  You certainly want to examine it and/or read it because it may have clues that will tell you what you might need to do.  Some of the items are just interesting, maybe telling you something about the area.  Other things tell you stuff you might want to know.

I won't give you any more details, because that could spoil the game for you.  But I will leave you with this one last screen shot, a place in the game far from your home.  :)

Happy adventuring in Jinx!

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