Subject: Re: Jinx
Posted by Wayne Parham on Thu, 16 Sep 2021 22:32:57 GMT
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Do any of you Tulsans recognize some of the places in Jinx? Did you know all the lore mentioned in the game? Some of it is pretty strange and interesting, isn't it?!!

I wanted to let you know that the fastest you can complete the game is somewhere around 300-350 turns. That's also about the time your risk level rises to a potentially lethal level - If you haven't started gathering some of the more important supplies you'll need and/or solved the thing you need to do to "save the world" - then your risk of getting killed grows to the point you'll probably die. If you don't do anything but walk around, you'll probably be killed somewhere between 300 and 500 turns. But you'll see a lot of interesting stuff!

If you do gather the right stuff and use it properly, you can live forever and have an unlimited number of turns. And of course, if you "save the world," you can play forever too. So there is more than one way to extend the game for as many turns as you need to get all the items in a house and to do anything else you want to do. You can get a perfect score of 300 at any time - at any number of turns - provided you haven't permanently lost some items, which is possible too.

So but the fastest you can possibly get a perfect score is somewhere around 300 turns. Might be an interesting metric to try to hit - Getting 300 points in the least number of turns.