

# HOW TO PLAY KINOPHOBIA

## Running the Game

**KINOPHOBIA** is built for the Glulx virtual machine, and will run through an interpreter. Common interpreters for different desktop platforms include [Gargoyle](#) for Windows/macOS/Linux, and [Spatterlight](#) for macOS. The game itself is contained in the `kinophobia.gbtorb` file, which will run in an interpreter.

You can also play the game in a browser-based interpreter included as the `play.html` file.

## Playing the Game

Type commands to interact with what the game describes.

Try **ABOUT** first for important paratext.

### Looking Around

**LOOK** to get a sense of your surroundings. **EXAMINE it** to see things in detail.

*Examine everything; read everything.*

### Manipulating Objects

**TAKE it; OPEN it;** sometimes **PUT it IN/ON something.** **INVENTORY** to see what you're carrying.

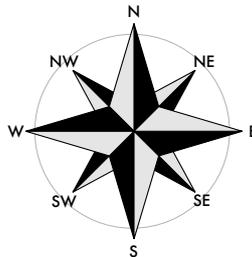
Consider also: **EAT, LISTEN, DRINK, SMELL, WEAR, SWITCH something ON/OFF, SAY something.**

Two objects in the game are important to provide extra information – you can **CONSULT it ABOUT a topic.** Just **LOOK UP topic** will smartly consult either the phone or the notebook, appropriately.

### Moving Around

Use compass directions – **GO EAST**, or just **E** for short. You can also go **UP** and **DOWN**.

The file `map.png`, included, may help you get around.



### Good Places to Start

More commands and ways to interact will suggest themselves through play. Consider **EXAMINE CAR** or **GO EAST** to start.

### Other Important Commands

**SAVE** and **RESTORE.**

**UNDO** to undo the last command, even if it led to a game over.

**WARNINGS** to see content warnings.

**ABOUT** for paratext.

### Shortened Commands

**X** for **EXAMINE**;

**I** for **INVENTORY**;

**L** for **LOOK**;

**N/NE/E/SE/S/SW/W/NW/U/D** for movement;

**Q** for **LOOK UP**

### If you get stuck...

**HINT** for progressively more direct hints; **SOLUTION** for explicit help.