

Prey's Survival Guide

A How-to-Play Guide for

I Am Prey



[Image ID: The game's front cover image, with faded colors. The Predator sits at a table, hunched over a plate, with a wild grin on his face. His right arm rests on the table—fork in hand—threatening a small, fabricated trophy, which stands upon the plate. The trophy is shaped like a person who is turning to run. Near the plate is a small, folded piece of card stock, showing the game's title: *I Am Prey*. / **.End ID]**

Table of Contents

New to Parser Games? Read This!.....	3
Commands, as Notated in Text.....	3
Commands, as Entered by the Player.....	3
Familiarity With the Parser.....	3
Common Shorthand Examples.....	4
Travel.....	4
Item Interaction and Inventory.....	5
Taking Turns and UNDO.....	6
Other Utility Commands.....	7
A Warning for Experienced Parser Players.....	8
SEARCH vs EXAMINE.....	8
SEARCH via Exploration.....	8
Suit Parts (How to Win).....	9
Life of Prey.....	9
Parkour: Evasion by Climbing.....	9
Map of the Facility.....	10
For Screen-Reader Users.....	10
What Happened to GO TO and CONTINUE?.....	10
Cat Mode.....	11
Auto-Sneaking.....	11
Nightmare Mode.....	11
Environmental Awareness.....	11
Doors.....	11
Tricks.....	12
Door Slam Trick.....	12
Annoying Sink Trick.....	12
Reservoir Dive Trick.....	12
Chase Sequences.....	13
Parkour During Chase Sequences.....	13
Predator Exit Control.....	13
Complete Index of Verbs.....	14

New to Parser Games? Read This!

A “parser game” is a kind of turn-based text game where you (the player) interacts with a game world by typing in commands.

Now, it is **crucial** to understand that parsers are generally not complex enough to fluently understand English. **However**, most authors still try to foster a comfortable amount of flexibility.

Commands are usually notated in **ALL-CAPS**, but you are not expected to use upper-case letters *at all*, even when typing in a proper noun!

Commands, as Notated in Text

Note how these example hints are each written in **ALL-CAPS**:

- Try to **OPEN THE DOOR!**
- This lets you **JUMP OVER THE GAP!**
- You can **PUT THE CUP ON THE TABLE!**

Commands, as Entered by the Player

Note how these example player inputs are each written in **lowercase**:

- **>open door**
- **>jump over gap**
- **>put cup on table**

Familiarity With the Parser

While there *is* flexibility, there is *also* a sort of expectation that the game will reuse specific verbs, or otherwise hint at what words can be used. That way, the player will not be stuck typing in unrecognized words and commands all day. Ideally, the parser should build a sense of familiarity, expectation, and ease with the player, over time.

Of course, the game might not be able to handle your desired action, but games tend to be played within a set of rules and constraints, anyway. When playing a racing game, you would not attempt to play it like a city-building simulator. In a first-person shooter, you would not be able to walk *everywhere*; you would eventually fall off of the game's map, or otherwise reach some impassible obstacle at the boundaries.

However, you *can* quickly attain familiarity with parsers, and find a comfortable, immersive groove within the game's world.

Common Shorthand Examples

There are a few shorthand abbreviations for you to use, instead of typing in the whole command:

- **L** is shorthand for **LOOK AROUND**
- **I** is shorthand for **INVENTORY**
- **N** is shorthand for **GO NORTH**
- Similarly, **E**, **S**, and **W** are each shorthand for **GO EAST**, **GO SOUTH**, and **GO WEST**, respectively
- **X** is shorthand for **EXAMINE / LOOK AT**
- **Z** is shorthand for **WAIT**
- **G** is shorthand for **AGAIN**
- **CL** is shorthand for **CLIMB**
- **JM** is shorthand for **JUMP**
- **P** is shorthand for **PEEK**
- **PK** is shorthand for **SHOW PARKOUR ROUTES**
- **LOCAL** is shorthand for **SHOW LOCAL SURFACES** (for parkour)
- **PK FULL** is a quick command that shows parkour routes and local surfaces

Additionally, you only need to be as specific as the situation requires. If there is only one box in the room, then **TAKE BOX** would suffice. If there is a red and blue box in the room, then you would need to specify **TAKE RED BOX**. Otherwise, the parser will ask you which of the two boxes you meant to take. This also means that if you have a door called “the south-end life support door”, and it's the only door in the room, then you can simply refer to it with **DOOR**.

Travel

This game understands directions according to a standard compass.

Valid directions for travel are **north (N)**, **east (E)**, **south (S)**, **west (W)**, **northeast (NE)**, **northwest (NW)**, **southeast (SE)**, **southwest (SW)**, **up (U)**, **down (D)**, **in**, and **out**.

Additionally, there are sometimes features of a room can be traveled through:

- **GO THROUGH WINDOW**
- **GO THROUGH DOOR**
- **GO THRU PASSAGE**
- **GO THRU VENT GRATE**

Item Interaction and Inventory

Given a **cup**, **table**, **note**, and **cabinet** in a room, you can study the following example commands to learn how to interact with your environment:

- **TAKE CUP**
- **DROP CUP**
- **PUT CUP ON TABLE**
- **LOOK AT TABLE**
- **READ NOTE**
- **OPEN CABINET**
- **LOOK IN CABINET**
- **PUT NOTE IN CABINET**
- **CLOSE CABINET**

You can carry objects with you in your **inventory**, which also has a **limited capacity**. To check your inventory, use the **INVENTORY** command.

You can also use pronouns—like **it** and **them**—to refer to items from a previous command. This makes the following sequence possible:

1. **OPEN CABINET**
2. **PUT CUP AND NOTE IN IT**
3. **LOOK AT THEM**
4. **CLOSE CABINET**

Taking Turns and UNDO

Some actions cost turns, while others are **FREE actions**. *Sometimes*, however, the results or consequences of a **FREE action** will make it cost you a turn instead.

FREE actions include INVENTORY, LOOK AT, and LOOK AROUND.

FREE actions can also include LOOK THROUGH, PEEK, PEEK THROUGH, SLAM, and READ, but these have scenarios in which they wind up costing a turn anyways, so be wary!

After you take a turn, the antagonist will also take one. A free action means that the antagonist will not be able to take his turn.

All **utility commands** (such as SAVE, UNDO, RESTART, SHOW PARKOUR ROUTES, and LOCALS) will *always* be **FREE actions**, as they are done “out-of-world”.

The UNDO command, which is found in most parser games, can also be used in *I Am Prey* at the **player's discretion**. With the UNDO command, you are able to reverse your last command.

While this game *does* have randomized elements, the UNDO command will not change the outcome of most encounters. The consequences of your actions are *entirely deterministic*, and this game *can* be completely solved through logic and planning.

Also note that while this game *does* allow the use of the UNDO command, it is neither **required nor recommended for intended gameplay**.

At the same time, however, UNDO is also a **core accessibility feature** for certain parser players, who prefer it to remain available **for completely valid reasons**. With intent to welcome and support these players, *I Am Prey* has not locked out the UNDO command, **unless the player chooses to lock it out for themselves**.

It is assumed that the player will know what suits their desired challenge level and play style.

Other Utility Commands

There are a few other “out-of-world” utility commands that are available to you:

- **AGAIN** repeats the previous command.
- **EXITS** shows a list of obvious exits from the room.
- **OOPS** allows you to correct a misspelling in the previous command, such as **OOPS DOOR** if the previous command was something like `>open dopr`.
- **SAVE** saves your game to a file.
- **RESTORE** loads a saved game.
- **RESTART** restarts the game from the beginning.
- **EXTRAS ON** / **EXTRAS OFF** enables or disables tutorial hints during gameplay. (At this time, tutorial hints have yet to be added to the game)
- **VERBOSE** shows the room description each time you enter the same room.
- **BRIEF** shows the room description only when entering the room for the first time.
- **SAVE DEFAULTS** saves your preferences (after things like `>brief` or `>verbose`).
- **SCRIPT** starts recording gameplay to a transcript text file.
- **SCRIPT OFF** stops the transcript recording.
- **QUIT** ends the game.

A Warning for Experienced Parser Players

This game makes use of the **SEARCH** command, but not quite in the same way it has been used, traditionally.

Objects in the game are always “in play”, and not added to the game’s world after the player uses **SEARCH** on a container. There are only two possible exceptions, and one has multiple alternative discovery methods, while the other exception is completely optional during gameplay.

The list of **SEARCH** verbs is as follows:

1. **SEARCH**
For containers that have multiple parts, or can be looked through.
2. **LOOK IN**
For containers that open and enclose other objects.
3. **LOOK UNDER**
For containers that can store objects underneath themselves.

SEARCH vs EXAMINE

SEARCH takes a turn to use, and will allow the player to gather usable data about an object.

SEARCH also reveals **new parkour routes**, but **only if they are accessible from the player’s current position**.

EXAMINE is a **FREE** action, and can still reveal objects within containers.

EXAMINE is meant to be a reflex-based or recall-based review of immediate information.

SEARCH via Exploration

Most applications of **SEARCH** can be alternatively achieved by exploring something. A parkour route does not need to be revealed if the player simply tries attempting to **CLIMB** or **JUMP** there, experimentally.

Additionally, objects “hidden” under something can often be discovered if the player tries to **CRAWL UNDER** the container.

Suit Parts (How to Win)

There are **seven** parts of an environment suit, which will grant escape through the **emergency airlock**. These include the **helmet, torso, bottoms, left glove, right glove, left boot, and right boot**.

There is also a **fake helmet**, which will reveal itself only when the player tries to take it.

The suit parts cannot be worn until the player enters the emergency airlock.

Life of Prey

While the player searches for the suit parts, **the Predator** is on the hunt!

Falling and jumping both make more noise than simply **climbing**, so use any known **jump routes** sparingly!

Additionally, doors automatically closing will draw his attention if the player does not manually close them first (see the section on **doors** for more information).

Leaving doors open clues the Predator in on the player's location, **unless the Predator was the one to open the door in the first place**.

Try hiding in lockers and other large storage containers, before he enters the room!

Parkour: Evasion by Climbing

In addition to hiding, parkour opportunities and climbing routes can be discovered by using the **SEARCH (SR)** command on various surfaces (such as `>search table`). If the player can access the surface **from where they currently stand**, then the route will be added to their list of **known parkour routes**, which can be reviewed with the **ROUTES ALL** command.

Note that only routes accessible from the player's current location will appear when using the **ROUTES** or **ROUTES ALL** command.

Use these hidden routes to find shortcuts and emergency escape routes!

Remember that some routes require **CLIMB**, while others require **JUMP**, and this will affect the benefits and consequences of traversing these obstacles! A speedy player might want to **JUMP**, while a stealthy player might want to **CLIMB**!

Map of the Facility

The map for the Facility has been provided for the player as an included image file. Please note that parkour routes are not visible on the map, as they are meant to be discovered during Cat Mode (or other difficulty modes, if the player is feeling risky).

For those who prefer to create their own maps during gameplay, it is strongly recommended that this is done during Cat Mode, because it's much more difficult to create a map while an **active NPC antagonist is on the hunt**. There are only two locations that are not accessible to the cat, but the rest of the map can be explored freely in Cat Mode.

For Screen-Reader Users

I Am Prey provides the player with an in-game map and compass system that allows the player to freely explore a replica of the visual map file, without ever costing a turn in-game.

To access this, use the **MAP** command.

The **GO TO** command sets the player's mental compass, which will show the next step necessary to reach the goal set by the **GO TO** command. To check this compass, simply use the **COMPASS** command.

What Happened to **GO TO** and **CONTINUE**?

The default TADS commands of **GO TO** and **CONTINUE** have been remapped to the in-game map's **GO TO** and **COMPASS** commands, respectively.

This was done because having an active, hunting antagonist makes it too risky to use the **CONTINUE** command, which would automatically (and recklessly) walk the player into the next room, without any concern for threats and dangers, which must be investigated.

Cat Mode

Cat Mode has no active Predator, and allows the player to freely explore the map at their own pace. When the player is done exploring, they can freely **RESTART** the game, and choose another difficulty mode.

Auto-Sneaking

In the Prey Tutorial mode, there is a system known as “auto-sneak”, which automatically performs the general practices for checking danger before moving in a direction.

It's not perfect, and it often uses excessive turns, but it's meant to help demonstrate to the player the sort of risk-averse mindset that will avoid most dangers. As the player gets more skilled, they can afford to take more risks.

To turn off auto-sneak, use the **SNEAK MODE OFF** command.

Nightmare Mode

Nightmare Mode has the The Predator moving at a full sprint at all times. He refuses you any mercy, and you have access to none of your tricks. Additionally, **UNDO** is locked out in this difficulty mode.

Environmental Awareness

The player can use the **LISTEN** and **PEEK** commands to gather environmental clues about The Predator. Other clues can be gathered by hearing muffled sounds through walls, and doors automatically closing.

If the player hears **ominous clicking** sounds, then The Predator is likely waiting outside the room, ready to strike!

Doors

Most doors (other than small ones and the Freezer doors) will automatically close. If the player closes the door behind themselves, then a safe level of stealth can be maintained. If the door automatically slams shut when The Predator doesn't expect it, then he will go to investigate.

This can also be leveraged by using the **SLAM DOOR** command, which will create a loud sound.

Additionally, if the player opens or closes doors in view of The Predator, then he will go to investigate.

Tricks

The player has a list of tricks that can be utilized, but only for a limited number of times. The number of tricks available depends on the difficulty mode.

Door Slam Trick

When The Predator opens a door to enter a room, the player has an option to **SLAM** it in his face to stun him. This can be handy when escaping rooms with no alternative exits.

Additionally, during a chase, the player can **SLAM** a door just before he passes through it. A special choice selection might appear in this case to provide the player with a bonus action.

If this trick runs out, then The Predator will always control the door when passing through.

Annoying Sink Trick

The Predator absolutely hates the sound of sink running water. He will be distracted when the player opens a sink's tap, and will be compelled to turn the water back off.

Reservoir Dive Trick

The player can dive in the Reservoir to make a daring escape. If this trick runs out, then The Predator will grab the player before escape can be made.

Chase Sequences

When the player is spotted, a chase sequence begins. If the current room has more than one standard (and/or parkour exit), then the player will get two turns to find a way to evade. The Predator will follow the player into the next room. The chase can last for **five rooms** (assuming standard circumstances) before The Predator finally catches the player. Large rooms like the Storage Bay and Hangar are large enough to allow the player to extend the chase for a little longer, but results may vary.

Parkour During Chase Sequences

Depending on the available exits of a room, The Predator will have varying levels of patience for parkour antics. Generally, if there are two or more standard exits from a room, he will not permit parkour or climbing of any kind.

Predator Exit Control

The Predator controls the last exit he passed through, which denies access to the player. This becomes a serious problem in a room with only one exit and no alternative parkour exits. In situations like this, the player can **SLAM** the exit door as The Predator attempts to enter, assuming the **slam door trick** has not been depleted. While he is stunned, the player can escape without death, or find somewhere to hide in the room.

The Hangar and Storage Bay are both too large for The Predator control the exits, so these rooms are the exception to this rule.

Complete Index of Verbs

The following is a complete list of the verbs which are necessary to complete this game. These are listed with **VERB NAME** (*type of target object*) notation.

GO (*compass direction name*)

Direction names include *north, south, east, west, up, down, in, out*, etc.

Travel can be abbreviated with:

N S E W NE SE NW SW U D

CLIMB UP (*platform name*)

Abbreviation: **CL**

CLIMB OVER TO (*platform name*)

CLIMB DOWN TO (*platform name*)

CLIMB UP INTO (*aperture name*)

CLIMB OVER INTO (*aperture name*)

CLIMB DOWN INTO (*aperture name*)

JUMP UP (*platform name*)

Abbreviation: **JM**

JUMP OVER TO (*platform name*)

JUMP DOWN TO (*platform name*)

JUMP UP INTO (*aperture name*)

JUMP OVER INTO (*aperture name*)

JUMP DOWN INTO (*aperture name*)

GET DOWN / GET OFF

GET OUT / GO OUT

GO IN / ENTER (*container*)

RUN ACROSS (*obstacle name*)

SQUEEZE THROUGH (*aperture name*)

PARKOUR / ROUTES

Lists known parkour routes.

LOCALS

Lists surfaces in reach during parkour.

ROUTES FULL

List all known routes and nearby surfaces.

GO TO (*room*)

COMPASS

MAP

Opens and closes the text-based map.

OPEN (*door or container*)

CLOSE (*door or container*)

SLAM (*door*)

Slams a door shut.

EXAMINE (*object*)

Abbreviation: **X**

SEARCH (*container/platform name*)

Abbreviation: **SR**

Can reveal new parkour routes.

LOOK IN (*container*)

LOOK UNDER (*container*)

TURN ON (*object*)

TURN OFF (*object*)

TAKE (*item*)

DROP (*item*)

WEAR (*outfit name*)

TAKE OFF (*outfit name*)

LOOK AROUND

Abbreviation: **L**

Gives a description of surroundings.

LOOK THROUGH (*aperture name*)

Shortened to: **LOOK THRU**

PEEK THROUGH (*aperture name*)

PEEK (*compass direction name*)

Allows the player to look into other rooms.

LISTEN

Listens for environmental sounds.

SNEAK (*direction name*)

SNEAK THROUGH (*aperture name*)

WAIT

Passes a turn.

UNDO

SAVE

For player convenience.

RESTORE

Loads a save file, for player convenience.

RESTART

Starts a new game.