Jevhy: Discovery at the Mountain Cliffs
Version 1.0

Concepts

This is a Graphical Interactive Fiction game. You, as the player, read a story narrative and interact with it by selecting from options presented to you.

The goal is to work your way through the narrative until you reach the end of it. At the beginning of the game you are put into a situation and must work through it for the remainder of the game.

There is only one level to complete in this game.

Controls and Controlling

The story narrative is presented in the left window pane. A story related graphic is presented on the top right while your interactive choices are presented below the graphic.

Read the narrative on the left then use the mouse and left click an option on the right. The results of your selection will be written within the narrative on the left.

Scoring

There is no scoring for this game. Only problem solving.

Comments

Your comments are needed! Please send them to david@whitesaber.com.

Credits

Programming and design by David Roland (david@whitesaber.com).

Other Games Available

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Professor Pryor: Mansion Mystery (3D Discovery)
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Version Update Information

Version 1.0
- Game released.

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