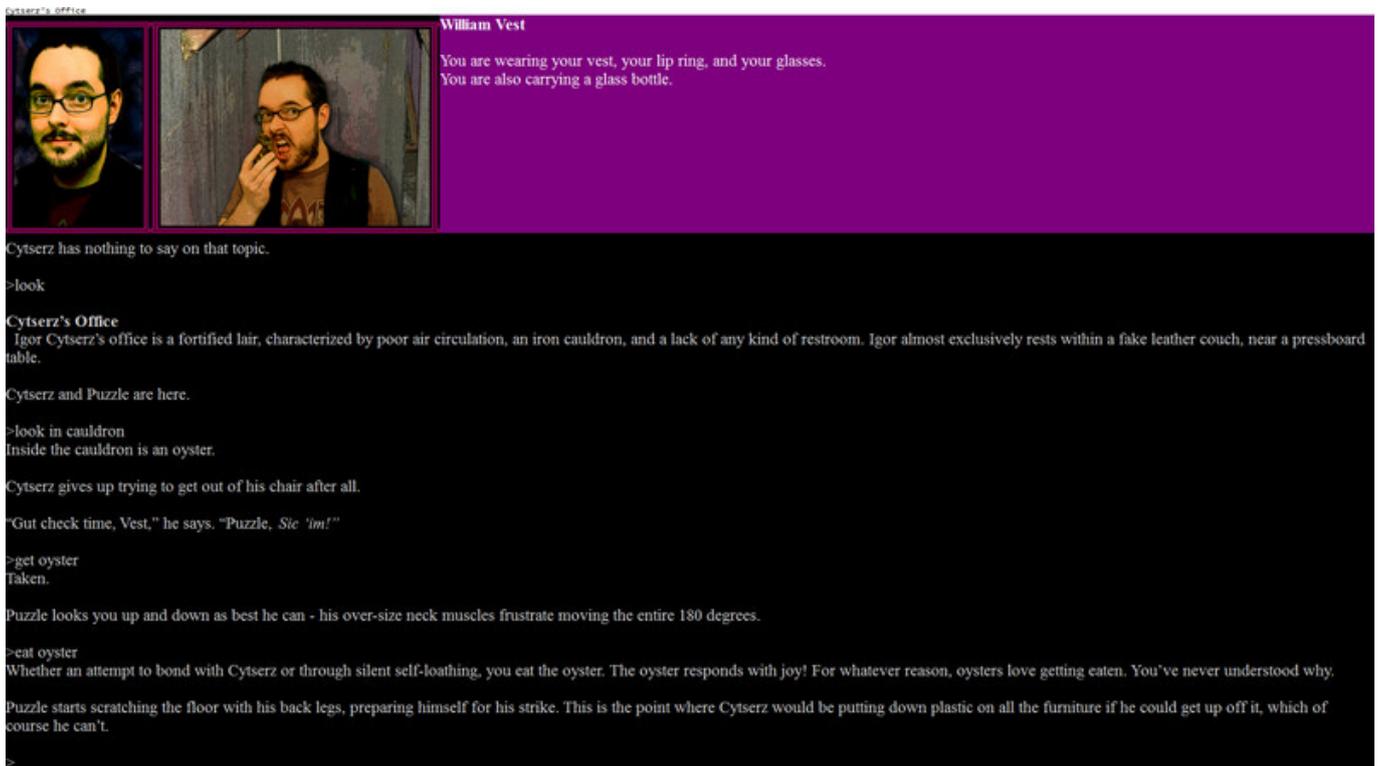

Cryptozookeeper Download 2gb Ram



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About This Game

Five years into the future, within a dusty town in New Mexico, William Vest has been tasked with delivering a package of alien bone marrow. Everything goes quickly awry as Vest learns his employer has used the marrow as bait, to kill him.

Escaping death, Vest finds himself on the run with only two things that can save him - his complete lack of proper scientific methodology, and a machine that can create creatures of pseudoscience, or cryptids. Along with a few gruff and sarcastic companions, Vest completes text adventure game puzzles and scenes in order to find valuable animal DNA that he can then combine into creatures like Big Foot, the Loch Ness Monster, and the fur-bearing trout.

In addition to creating these creatures, the player can train and level them up throughout the game by fighting other animals, thus increasing their attributes and ferocity. (At this point, the game takes more of a hybrid-RPG form.) Once armed with a proper army of fantastical creatures, the player can use them to defeat his enemies as the cryptozookeeper.

Title: Cryptozookeeper
Genre: Adventure
Developer:
Jolt Country
Publisher:
Jolt Country
Release Date: 27 May, 2011

a09c17d780

English

prison cell



William Vest

You are wearing your vest, your lip ring, and your glasses.
You are also carrying a remote control.

Time passes...

>talk to lebbeus

Topics that come to mind:

1) escape

Please enter a topic

>> 1

"I think it's time to formulate an exit strategy, don't you, Lebbeus?"

"The Bible is rich with stories about God Himself intervening and letting people out of prison. I can't say I'm all that worried about it."

Lebbeus can't quite see you, which means he can't see your eyes practically rolling out of your head, which means it is probably for the best.

Grimloft clears his throat to talk to you directly. "To clarify! This barking git I'm locked up with believes the option of waiting till *God* lets us out is the way to go. I therefore vote that we all try to build a tower as tall as the cell will allow while we are in here."

"How will that help us get out?" you ask Grimloft.

"It won't, but hopefully his God takes notice and changes the languages we all comprehend so I never have to hear his DAMNABLE HORSE SHIT ever again."

"No need to be rude about it," says Lebbeus. "We haven't done anything wrong." Lebbeus takes a moment to do a mental roll call. "I haven't done anything wrong."

"Maybe our jailer hates Christians," you say.

"Oh. Hadn't considered that," says Lebbeus, quietly. "Oy vey."

⌄

entry_driveway



William Vest

You are wearing your vest, your lip ring, and your glasses.

Cryptozokeeper

Interactive Fiction

Copyright (c) 2011. Written and programmed by Robb Sherwin

IFID: HUGO-31-37-48-06-13-10

Type "ABOUT" for game info and conversation conventions

Release 1.05 / Serial number 160417 / Hugo 3.1

Dusty driveway

Marrow is delicious but that's not why you're here. You're supposed to pick up a single jar of alien bone jelly, which of course can't exist and doesn't exist, so you've convinced yourself that transporting it is no crime. Getting worked up about such nonsense would be like fretting about mermaids getting caught in tuna nets, and you've got other fur-bearing fish to fry. All this rationalization hasn't exactly settled the New York strip steak you inhaled an hour ago, though.

It's almost dusk. The sky is waffling between deep blue and indigo, but either way it's going to be a beautiful desert night in New Mexico. The only blight is the building before you: a grime-smearred shack with barred windows, a swatch of tar for a roof and a lawn that pretends to be a rock garden xeriscape, but is really just cheap chunks of broken cement.

This shanty has a single reinforced door with a peeper slit at eye level. The air tonight is quite dry and whisks away some of your anxious sweat... but also carries with it the scent of bad oysters.

A few feet from the house is Igor Cytserz's mailbox.

5

Cytserz's office



William Vest

You are wearing your vest, your lip ring, and your glasses.
You are also carrying a glass bottle.

"Yeh," he says. "One sec." The slit closes and you heard the guy yell something to Cytserz. He re-opens the viewer.

"I'm supposed to ensure that you're not the police."

"Tell him - hey, tell him William Vest is here. He's expecting me." The guard doesn't do anything. "Look, I've got a lip ring. That's as much proof as you can possibly expect."

"Why's that?" says the guard.

"Piercings conduct electricity. It interferes with the tasers."

He chews that over for a second. The slit closes and you hear the lock on the door slide - this is good, it means you'll be able to get in, get the package and have the rest of the evening to work on opening it on the sly. You have no idea what 'alien marrow' would look like, but your initial suspicions? Green-glowy!

>e
(opening the iron door first)
Opened.

Cytserz's Office

Chilly and dry, this office is illuminated by little pinpricks of light poked into the craggy ceiling. Igor Cytserz rests, self-satisfied, in a faux leather couch — fake as his half-bear, half-German Shepherd would probably otherwise devour it. The guard that let you in departs, almost knocking over the cauldron of oysters, mumbling something about a shift change. Cytserz locks himself in here during the business work week, so there really isn't another exit.

"You're here. Good. Ptui. I hate **students**," says Cytserz, conspiratorially. He looks up and to the right and chuckles up his sleeve. He has always assumed that you had this job because you were in college, which is a little humiliating because you're in your thirties.

Cytserz and Puzzle are here.

⌄

This game is pretty excellent. It's basically an old-school text adventure just like Infocom used to make them, except with weird pictures and cool music (so maybe a bit more like Level 9, Legend or Magnetic Scrolls used to make them), a ton of jokes, some violence and a strange & somewhat grindy RPG-lite cryptid-fighting minigame. I don't think I'd recommend this to complete newcomers \u2013 it's got some rough edges and tricky puzzles, so you should probably be somewhat comfortable with the genre before trying it.

But I played it for almost 20 hours, had a ton of fun with it, and now I'm sad that it's over. Oh well.

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