User Manual

You have been trapped in a maze, your goal is to escape, with each defeated monster you grow stronger, but be careful with your health, only potions can restore it. The exit is located on the center right of the map.

Possible Classes

- Warrior
    - Has the largest amount of HP and DMG
- Archer
    - Has a medium amount of HP and DMG
    - Can see 2 squares ahead
- Thief
    - Has the smallest amount of HP and DMG
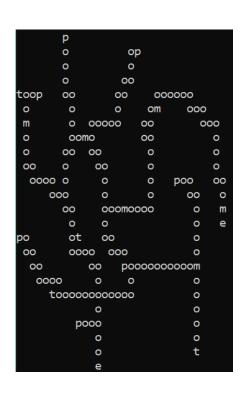   - Can never be surprised by monsters

Types of possible Tiles

- Tiles are hidden until they come within your sight range. In the case of monsters you also have to discover them, which has a 1/5 chance of happening.
- Potion: restores your health
    - blue/p
- Trap: activates a random trap
    - yellow/t
- Monster: initiates a battle between you and a random monster
    - red/m
- The player location is indicated with a large V
- If you are ever lost, use the command cheat_map to view the whole map

Commands:

- In the home screen
    - move up/down/left/right
        - Moves you in the specified direction
    - stats
        - displays your current health and damage
    - save
        - saves your game to play later
    - exit
        - exits the game
- In battle
    - attack
        - attacks the monster
    - defend
        - halves the monster's next attack
    - flee
        - has a small chance to escape from the monster encounter
- If you don't discover a monster before battle it will go first and harm you.

How to win

- The easiest and fastest way to win is to choose warrior move 5 up, move 5 right, 2 up, 1 left, 1 up, 2 left, 1 up, 1 left, 2 up, 7 right, fight the monster while only attacking, 7 up, 1 right, 1 up, 5 right, 1 down, 2 right, 1 down, 2 right, 4 down, 1 right, 3 down, battle the final boss while only attacking and finish.