

1. Program starts
2. Program Displays MAIN MENU
3. CurrentPlayer choice:
 - a. selects **N** or types **new game** for new game,
 - b. selects **E** or types **exit** to exit the game.
4. Program displays INSTRUCTIONS
5. CurrentPlayer presses Any Key to continue
6. Program displays intro CHP 1 DIALOGUE
7. CurrentPlayer choice: RANSOM OR REVENGE:
 - a. selects **Y** or types **yes** to pay ransom,
 - b. selects **N** or types **no** to refuse to pay.
8. Program calls LVL1BOSSFIGHT
9. CurrentPlayer choice:
 - a. Select **A** or types **attack** to attack
 - b. Select **D** or types **defend** to defend
 - c. Selects **H** or types **heal** to heal.
10. CurrentPlayer Choice: Program Calls ShowMercy();
 - a. Select **Y** or type **yes** to spare enemy life
 - b. Select **N** or type **no** to kill them
11. Fight scene loops until CurrentPlayer defeats LVL1 Boss
12. Program displays CHAP 1 CUTSCENE
13. Program displays and calls SHOOTER
14. CurrentPlayer choice:
 - a. Press **UP ARROW** to move up
 - b. Press **Down ARROW** to move down
 - c. Press **LEFT ARROW** to move left
 - d. Press **Right Arrow** to move right
 - e. Press **Space Bar** to shoot
15. SPACE SHOOTER loops until CurrentPlayer destroys all enemies asteroids
16. Program displays CHAP 2 CUTSCENE
17. Program displays and calls MAZE
18. CurrentPlayer choice:
 - a. Press **UP ARROW** to move up
 - b. Press **Down ARROW** to move down
 - c. Press **LEFT ARROW** to move left
 - d. Press **Right Arrow** to move right
19. CurrentPlayer leaves maze
20. Program Calls SHOPKEEPER
21. CurrentPlayer choice:
 - a. Press **G** or type **Gun** to increase Power
 - b. Press **S** or type **Shield** to increase Armor
 - c. Press **B** or type **Beets** to increase Beets
 - d. Press **L** or type **Life** to increase Life
 - e. Press **E** or type **EXIT** to exit

22. Program increases CurrentPlayer attributes if CurrentPlayer buys items
23. Program displays CHAP 3 SCENE
24. Program displays LEVEL 2 DIALOGUE
25. Program calls RANDOM VAKIR Lower Minion FIGHT ENCOUNTERS until LVL 2 boss fight
26. CurrentPlayer choice:
 - a. Select **A** or types **attack** to attack
 - b. Select **D** or types **defend** to defend
 - c. Select **R** or types **run** to run
 - d. Selects **H** or types **heal** to heal.
27. Program calls LVL2 FIGHT SCENE
28. CurrentPlayer choice:
 - a. Select **A** or types **attack** to attack
 - b. Select **D** or types **defend** to defend
 - c. Select **R** or types **run** to run
 - d. Selects **H** or types **heal** to heal.
29. CurrentPlayer Choice: Program Calls ShowMercy();
 - a. Select **Y** or type **yes** to spare enemy life
 - b. Select **N** or type **no** to kill them
30. Fight scene loops until CurrentPlayer defeats LVL2 Boss
31. Program displays CHAP 4 CUTSCENE
32. Program displays and calls SHOOTER
33. CurrentPlayer choice:
 - a. Press **UP ARROW** to move up
 - b. Press **Down ARROW** to move down
 - c. Press **LEFT ARROW** to move left
 - d. Press **Right Arrow** to move right
 - e. Press **Space Bar** to shoot
34. SPACE SHOOTER loops until CurrentPlayer destroys all asteroids
35. Program displays CHAP 5 CUTSCENE
36. Program displays and calls MAZE
37. Program calls RANDOM AUDINIANS FIGHT ENCOUNTERS as drops within maze
38. CurrentPlayer choice in fight scene:
 - a. Select **A** or types **attack** to attack
 - b. Select **D** or types **defend** to defend
 - c. Select **R** or types **run** to run
 - d. Selects **H** or types **heal** to heal.
 - e.
39. CurrentPlayer choice to move through the maze:
 - a. Press **UP ARROW** to move up
 - b. Press **Down ARROW** to move down
 - c. Press **LEFT ARROW** to move left
 - d. Press **Right Arrow** to move right
40. CurrentPlayer leaves maze
41. Program displays SHOPKEEPER II dialogue

42. CurrentPlayer choice:
 - a. Press **G** or type **Gun** to increase Power
 - b. Press **S** or type **Shield** to increase Armor
 - c. Press **B** or type **Beets** to increase Beets
 - d. Press **L** or type **Life** to increase Life
 - e. Press **F** or type **Fire** to increase Fire Magicka
 - f. Press **W** or type **water** to increase Water Magicka
 - g. Press **I** of type **Ice** to increase Ice Magicka
 - h. Press **V** or type **Voltage** to increase electricity Magicka
 - i. Press **E** or type **EXIT** to exit
43. Program increases CurrentPlayer attributes if CurrentPlayer buys items
44. Program displays CHAP 6 SCENE
45. Program calls RANDOM VAKIR Upper MINION FIGHT ENCOUNTERS until LVL 3 boss fight
46. CurrentPlayer choice:
 - a. Select **A** or types **attack** to attack
 - b. Select **D** or types **defend** to defend
 - c. Select **R** or types **run** to run
 - d. Selects **H** or types **heal** to heal.
 - e. Press **F** or type **Fire** to use Fire Magicka
 - f. Press **W** or type **water** to use Water Magicka
 - g. Press **I** of type **Ice** to use Ice Magicka
 - h. Press **V** or type **Voltage** to use electricity Magicka
47. Program calls LVL3 FIGHT SCENE
48. CurrentPlayer choice:
 - a. Select **A** or types **attack** to attack
 - b. Select **D** or types **defend** to defend
 - c. Select **R** or types **run** to run
 - d. Selects **H** or types **heal** to heal.
 - e. Press **F** or type **Fire** to use Fire Magicka
 - f. Press **W** or type **water** to use Water Magicka
 - g. Press **I** of type **Ice** to use Ice Magicka
 - h. Press **V** or type **Voltage** to use electricity Magicka
49. CurrentPlayer Choice: Program call ShowMercy();
 - a. Select **Y** or type **yes** to spare enemy life
 - b. Select **N** or type **no** to kill them
50. Fight scene loops until CurrentPlayer defeats LVL3 Boss
51. Program displays END OF CHAP 7 CUTSCENE
52. Program displays and calls SPACE SHOOTER
53. CurrentPlayer choice:
 - a. Press **UP ARROW** to move up
 - b. Press **Down ARROW** to move down
 - c. Press **LEFT ARROW** to move left
 - d. Press **Right Arrow** to move right

- e. Press **Space Bar** to shoot
- 54. SPACE SHOOTER loops until CurrentPlayer destroys all asteroids
- 55. Program displays END OF CHAP 8 CUTSCENE
- 56. Program displays and calls MAZE
 - a. Program calls RANDOM AUDINIANS FIGHT ENCOUNTERS as drops within maze
 - b. Program calls RANDOM ATTRIBUTE DROPS as drops within maze
- 57. CurrentPlayer choice:
 - a. Select **A** or types **attack** to attack
 - b. Select **D** or types **defend** to defend
 - c. Select **R** or types **run** to run
 - d. Selects **H** or types **heal** to heal.
 - e. Press **F** or type **Fire** to use Fire Magicka
 - f. Press **W** or type **water** to use Water Magicka
 - g. Press **I** of type **Ice** to use Ice Magicka
 - h. Press **V** or type **Voltage** to use electricity Magicka
- 58. CurrentPlayer choice to move through the maze:
 - a. Press **UP ARROW** to move up
 - b. Press **Down ARROW** to move down
 - c. Press **LEFT ARROW** to move left
 - d. Press **Right Arrow** to move right
- 59. CurrentPlayer leaves maze
- 60. Program displays SHOPKEEPER LVL3 dialogue
- 61. CurrentPlayer choice:
 - a. Press **G** or type **Gun** to increase Power
 - b. Press **S** or type **Shield** to increase Armor
 - c. Press **B** or type **Beets** to increase Beets
 - d. Press **L** or type **Life** to increase Life
 - e. Press **F** or type **Fire** to increase Fire Magicka
 - f. Press **W** or type **water** to increase Water Magicka
 - g. Press **I** of type **Ice** to increase Ice Magicka
 - h. Press **V** or type **Voltage** to increase electricity Magicka
 - i. Press **E** or type **EXIT** to exit
- 62. Program increases CurrentPlayer attributes if CurrentPlayer buys items
- 63. Program displays CHAP9 SCENE
- 64. Program calls RANDOM VAKIR Upper MINION FIGHT ENCOUNTERS until LVL 4 boss fight
- 65. CurrentPlayer choice:
 - a. Select **A** or types **attack** to attack
 - b. Select **D** or types **defend** to defend
 - c. Select **R** or types **run** to run
 - d. Selects **H** or types **heal** to heal.
 - e. Press **F** or type **Fire** to use Fire Magicka
 - f. Press **W** or type **water** to use Water Magicka
 - g. Press **I** of type **Ice** to use Ice Magicka
 - h. Press **V** or type **Voltage** to use electricity Magicka

66. Program calls LVL4 FIGHT SCENE
67. CurrentPlayer choice:
 - a. Select **A** or types **attack** to attack
 - b. Select **D** or types **defend** to defend
 - c. Select **R** or types **run** to run
 - d. Selects **H** or types **heal** to heal.
 - e. Press **F** or type **Fire** to use Fire Magicka
 - f. Press **W** or type **water** to use Water Magicka
 - g. Press **I** of type **Ice** to use Ice Magicka
 - h. Press **V** or type **Voltage** to use electricity Magicka
68. CurrentPlayer Choice: Program calls ShowMercy();
 - a. Select **Y** or type **yes** to spare enemy life
 - b. Select **N** or type **no** to kill them
69. Fight scene loops until CurrentPlayer defeats LVL3 Boss
70. Program displays CHAP 10 CUTSCENE
71. Program displays and calls SPACE SHOOTER
72. CurrentPlayer choice:
 - a. Press **UP ARROW** to move up
 - b. Press **Down ARROW** to move down
 - c. Press **LEFT ARROW** to move left
 - d. Press **Right Arrow** to move right
 - e. Press **Space Bar** to shoot
73. SPACE SHOOTER loops until CurrentPlayer destroys all asteroids
74. Program displays END OF CHAP11 CUTSCENE
75. Program displays and calls MAZE
 - a. Program calls RANDOM AUDINIANS FIGHT ENCOUNTERS as drops within maze
 - b. Program calls RANDOM ATTRIBUTE DROPS as drops within maze
76. CurrentPlayer choice:
 - a. Select **A** or types **attack** to attack
 - b. Select **D** or types **defend** to defend
 - c. Select **R** or types **run** to run
 - d. Selects **H** or types **heal** to heal.
 - e. Press **F** or type **Fire** to use Fire Magicka
 - f. Press **W** or type **water** to use Water Magicka
 - g. Press **I** of type **Ice** to use Ice Magicka
 - h. Press **V** or type **Voltage** to use electricity Magicka
77. CurrentPlayer choice to move through the maze:
 - a. Press **UP ARROW** to move up
 - b. Press **Down ARROW** to move down
 - c. Press **LEFT ARROW** to move left
 - d. Press **Right Arrow** to move right
78. CurrentPlayer leaves maze
79. Program displays SHOPKEEPER LV4 dialogue

80. CurrentPlayer choice:
 - a. Press **G** or type **Gun** to increase Power
 - b. Press **S** or type **Shield** to increase Armor
 - c. Press **B** or type **Beets** to increase Beets
 - d. Press **L** or type **Life** to increase Life
 - e. Press **F** or type **Fire** to increase Fire Magicka
 - f. Press **W** or type **water** to increase Water Magicka
 - g. Press **I** of type **Ice** to increase Ice Magicka
 - h. Press **V** or type **Voltage** to increase electricity Magicka
 - i. Press **E** or type **EXIT** to exit
81. Program increases CurrentPlayer attributes if CurrentPlayer buys items
82. Program displays CHAP12 SCENE
83. Program displays and calls SPACE SHOOTER
84. CurrentPlayer choice:
 - a. Press **UP ARROW** to move up
 - b. Press **Down ARROW** to move down
 - c. Press **LEFT ARROW** to move left
 - d. Press **Right Arrow** to move right
 - e. Press **Space Bar** to shoot
85. SPACE SHOOTER loops until CurrentPlayer destroys all asteroids
86. Program displays END OF CHAP11 CUTSCENE
87. Program displays and calls MAZE
 - a. Program calls RANDOM AUDINIANS FIGHT ENCOUNTERS as drops within maze
 - b. Program calls RANDOM ATTRIBUTE DROPS as drops within maze
88. CurrentPlayer choice:
 - a. Select **A** or types **attack** to attack
 - b. Select **D** or types **defend** to defend
 - c. Select **R** or types **run** to run
 - d. Selects **H** or types **heal** to heal.
 - e. Press **F** or type **Fire** to use Fire Magicka
 - f. Press **W** or type **water** to use Water Magicka
 - g. Press **I** of type **Ice** to use Ice Magicka
 - h. Press **V** or type **Voltage** to use electricity Magicka
89. CurrentPlayer choice to move through the maze:
 - a. Press **UP ARROW** to move up
 - b. Press **Down ARROW** to move down
 - c. Press **LEFT ARROW** to move left
 - d. Press **Right Arrow** to move right
90. CurrentPlayer leaves maze
91. Program displays SHOPKEEPER LV5 dialogue
92. CurrentPlayer choice:
 - a. Press **G** or type **Gun** to increase Power
 - b. Press **S** or type **Shield** to increase Armor
 - c. Press **B** or type **Beets** to increase Beets

- d. Press **L** or type **Life** to increase Life
 - e. Press **F** or type **Fire** to increase Fire Magicka
 - f. Press **W** or type **water** to increase Water Magicka
 - g. Press **I** of type **Ice** to increase Ice Magicka
 - h. Press **V** or type **Voltage** to increase electricity Magicka
 - i. Press **E** or type **EXIT** to exit
93. Program calls BOSS HELPER: that determines if defeated bosses will help in FINAL BOSS FIGHT
- a. save count > 2: all spared bosses will fight alongside you (up to 4)
 - i. Fight Menu will include BOSSBUDDY SUBMENU
 - b. save count < 2: CurrentPlayer Fights alone
94. Program calls FINAL BOSS Fight
95. CurrentPlayer choice:
- a. Select **A** or types **attack** to attack
 - b. Select **D** or types **defend** to defend
 - c. Select **R** or types **run** to run
 - d. Selects **H** or types **heal** to heal.
 - e. Press **F** or type **Fire** to use Fire Magicka
 - f. Press **W** or type **water** to use Water Magicka
 - g. Press **I** of type **Ice** to use Ice Magicka
 - h. Press **V** or type **Voltage** to use electricity Magicka
 - i. Select **O** or type **Orcil** to use **Orcil** Power
 - j. Select **T** or type **Thruul** to use Thruul Power
 - k. Select **Y** or type **Yilkir** to use Yilkir Power
 - l. Select **Q** or type **Tanqin** to use Tanqin Power
96. FINAL BOSS FIGHT LOOPS until CurrentPlayer defeats boss
97. Program displays FINAL LVL END SCENE
98. Program displays CREDITS
99. Program restarts at MAIN MENU