The Bella Ciao Guide:

# How to play (Players guide)

Bella Ciao is relatively simple to play and all the game mechanics are in the tutorial when you make a new save game however in will also go through them here:

## How to use the rifle

When you enter a combat event using the rifle will come up as an option, the rifle cannot be dropped out of your inventory (as any good soldier would say) however it will still take up a slot.

When you go to fire the rifle you will be prompted to enter “1”, “2” or “3”, one of these will cause you to hit the enemy you are aiming at the other two will miss, this has been made like this as making existing combat in a text based game is near impossible however by using chance creates some tension and creates an element of accuracy.

## How to use Grenades

Grenades can be found in supply crates which have a chance to drop when you neutralise an enemy.

Grenades can be selected in the inventory when its unlocked whilst in combat, this item can be used and dropped to save space for other items

When you use a grenade it will prompt you to pull the pin (Press enter) when you do this the timer will start, the timer will be from 5 to 7 seconds long, the later you throw the grenade (by entering F) the higher chance of it hitting the enemy however if you let the timer run out you will explode.

When you use a grenade in combat it will **not** use up your turn

## How to use Medkits

Medkits can be found in supply crates which have a chance to drop when you neutralise an enemy.

Medkits can be selected in the inventory when its unlocked whilst in combat, this item can be used and dropped to save space for other items

In Bella Ciao you can be shot twice before dying, once you’ll be in an injured state and if you are shot again in that injured state you will die.

However there is a solution… the medkit, when you use a medkit it will take you out of your injured state, it will not let you use it if you are already at full health.

Be warned the enemy has the first turn in each combat event so ensure you use it before being shot again!

There is opportunities in Bella Caio to use your medkits on your allies, this will impact you story so choice wisely (Due me focusing on the mechanics of the game more than the length of the story this only occurs once however the parts are there for this to happen through the story

## Supply Crates

Supply crates have a chance to drop when you neutralise an enemy.

Supply crates can drop Grenades, Rifle scops, Med kits and a special item, by default the special item is set to “Nothing” but the functionality is there for parts of the story where a special item may be wanted

You can ignore a supply crate if you are happy with your inventory current status.

If you open the supply crate and your inventory is fully it will ask you if you want to replace an item in you inventory, you can replace any item (not rifle)

## Rifle Scope

Unlike other items rifle scopes cannot simply be used however if you have one in your inventory you accuracy when shooting increases, instead of a one in three ~=33% chance of hitting its one in two =50% chance, this item is a really game changer in combat however its not an easy item to acquire

## Land Mines

Land mines have a chance to be stood on after a combat event is complete (similar to the supply crates)

When you stand on a land mine it will count down from three and show you the password, after two seconds the password will disappear and it will ask you for a specific character of the password, for example: if the word is “Mission” and it asks you for the character in position 5 the answer would be “i”, You have 5 seconds to input this character.

Its easy to remember the word but working out the character can take a few seconds

## How to talk to people (Dialogue)

This heading may be misleading, I have not recreated ChatGPT however you do have a choice over how you character talks to NPCs there is always three Dialogue options simply enter one two or three, and the characters will respond accordingly most dialogue options are not important however when they are they are marked as such

## Major decisions

Major decisions are always marked as important, these decisions will impact the games story, for now there is only one major decision.

This is the decision on how you want to attack the fortress, this is arguably the most important decision as it starts the branches of a decision path off, (I highly suggest on your first play through you choice option 1 as it has more to it than option 2)

# Technical guide

## Game Saving/Loading

The game saves at the start of each chapter. It saves the chapter you are on and your current inventory status and health.

You can load game from the main menu (your infinite mode score is always loaded as it is separate from the main game)

## Encrypting

The save file is encrypted when it is saved while this is not a solid method as the encryption key also needs to be saved due to it being randomly generated (1 - 255).

It is a simple Caesar cipher using the asci codes

## Combat events

Combat events are called with the parameter being the amount of enemies that appear

The enemy will fire first an then you get your options, it continues until you or the enemy dies

## Enemies

Enemies are created using a class

Each enemy has its own combat skill: unskilled, semi-skilled and highly skilled, this is a representation of there chance to shoot you each time they fire

## Dev-testing

I have left the development functions open, in the main menu enter "Breaking\_The\_Bad" and the dev functions will open, this will allow you to test all the functions available to the player and some that are not (I do not guarantee this dev menu to be bug free)