

Objective:

The goal is simple, navigate around the different rooms and get to the last room where the last boss is located.

The map has a total of 15 rooms. There are a total of 7 different types of rooms.

Key.

Head = Starting Room

Tail = Last Room

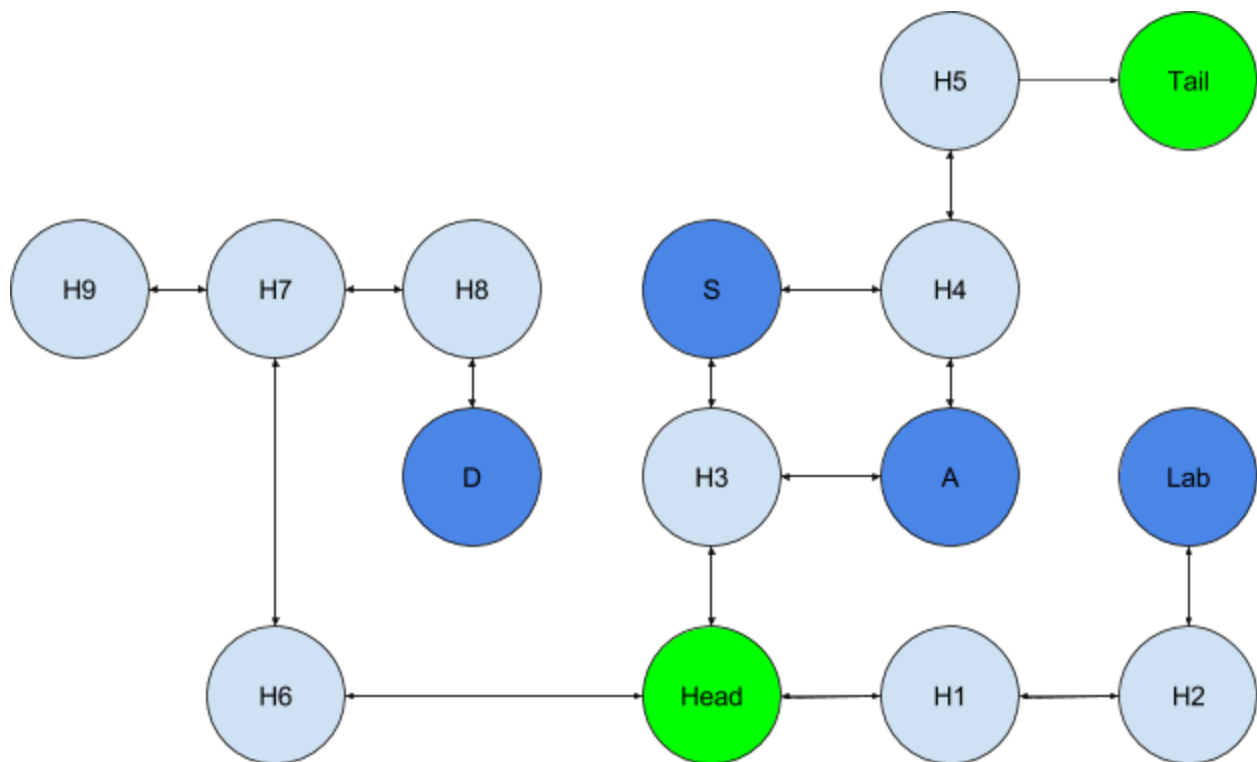
Lab = Laboratory Room

A = Armory Room

S = Security Room

D = Dungeon Room

H = HallWay Rooms aka Fillers



Notes when playing the game. You will be award 3 items at the start. The sword and armor determine the stats for attack and defense. You will also have a health potion which you can use anytime during the game.

Here is what the action menu options are.

1. View Current Room Info
2. Investigate Current Room
3. View Stats
4. View Items
5. Use Items
6. Move Up
7. Move Down
8. Move Left
9. Move Right

1.View Current Room: Will showcase the name and description of the room you are currently on

2.Investigate Current Room: This is how you enter a room, So first you move into a room, than you investigate that room. Note that you must investigate a room atleast once before deciding to skip to another room. So for example, you start in Head and want to navigate to S(security room), You must move up, which your current room will change to Hallway, now before you can proceed to any other room, you have to investigate the Hallway. Once that is done than you are free to move in any direction from that room position.

3.Will show the stats for the player. This will include the name, the attack and defense value as well as the health.

4.View Items will show all the items the player currently has

5.Will showcase to the player all the items they have, than they can choose which one to use.

6. From current room move up, if there is a room connected in that direction

7. From current room move down

8. From current room move left

9. From current room move right

Hallway rooms will always have a random enemy appear each time you investigate it. You will have to defeat that enemy to proceed, there is a 20% chance that the enemy you defeat drops a small health potion

The armory room, will have a tougher enemy, note that there are multiple paths to the tail room, so this room is optional. When you defeat the enemy in this room he will drop a weapon stronger than the one you start out with. Remember items are added to your inventory but you have to use it, to have it take effect.

The security room will involve a puzzle in which you have 5 tries to guess a number from 1-15. If you guess it right under 5 tries you will receive a key item. If you fail to guess the number in under 5 tries an alarm will sound off and then you have to fight 2 enemies. After you defeat the enemies then you are awarded the key item

The lab room can only be entered if the player has a special key, which is only obtained in the security room. In this room there will be a message and a new armor.

The dungeon room will have a special item which the player can use as their main weapon.

In the last room you will face 2 new enemies. After you defeat them, you will face the last boss. You will have one last chance to use an item mid way through your fight against the boss. After his defeat the game is over.