

Tick Attack User Guide

Opening the Game

Firstly, compile all provided .java files and then run TickAttackMain as a java file. If using command line, nav as a java file. If using command line, navigate to the folder where the files are (how to do this depends on the operating system). Then, enter “javac *.java”, followed by “java TickAttackMain”. This should open up the game. If you are familiar with a certain IDE you may use that as well.

To win the game, you must retire from a prosperous career after reaching 100,000 Work Cred. If your health reaches 0, you lose the game.

Head-up Display (HUD)

At the top is all information pertaining to the player: number of Street Cred, Work Cred, Health, Infection Stage and Time Remaining o Complete Task.

At the center-left is the display panel. When going to a store, performing a quest or using items, a message will appear here either explaining what is going on or your choices from here on out.

At the center-right is where the buttons to perform actions are. These actions include performing a quest, going to a store or consuming an item. The user must first select an appropriate quest/store/item, which can be done at all times, then hit the associated button to perform the action.

At the bottom is the user’s inventory. The number of each of the user’s items or its quality is displayed here.

User Variables

Street Cred: Used to buy all items. Can be obtained through fishing quests or simply by waiting as it increments over time

Work Cred: Used to purchase and Intensive Treatment Plan, perform fishing quests and accessing the Expensive Across Border Store. Can only be obtained through Ranger Quests. If you obtain 100000 Work Cred, you may happily retire and thus win the game.

Health: If your health reaches 0, you lose the game. You can lose health through Ticks, Lyme Disease, or bears (which are sometimes found in Ranger Quests). You can gain health by finding Medicinal Herbs (which are sometimes found in Ranger Quests), using Cheap Meds or buying an Intensive Treatment Plan.

Infection Stage: Indicates roughly how the player is feeling. The four stages are: “Feeling fine”, “Early Stages of Lyme Disease”, “Middle Stages of Lyme Disease” and “Late

Stages of Lyme Disease”. Note that when contracted with Lyme Disease the user dies relatively quickly.

Time Remaining To Complete Task: If this is non-zero, you are currently performing a Task (Quest or Tick Search) and cannot perform other Tasks or go to a Store. When this reaches 0, the payoffs of the current Task are applied.

Ticks

There are 2 quests in this game, both of which have a relatively high chance of having a Tick latch on to the user. Ticks have a set chance of carrying Lyme Disease, and if left on the user too long may transmit Lyme Disease. Ticks not carrying Lyme Disease can still damage the user, so must be removed. If a Tick is left on the user too long, it will automatically damage the player and potentially transmit Lyme Disease as it grew too big. In this case, it is automatically removed. Performing a Tick Search can remove Ticks.

Quests

Ranger Quest: This quest has no cost associated to it and earns the user Work Cred. Some random events may happen when performing this quest that may heal or damage the user, so proceed with caution. To increase payoffs for this quest, purchase better gear at the stores.

Fishing Quest: This quest has a high payoff in terms of Street Cred, although it costs 20 Work Cred to perform it since the user needs to take time off from his job. To increase payoffs for this quest, purchase better fishing rods at the store.

Tick Search

Has a chance to remove Ticks from the user. If using a Tick Test which improves the chances of finding and removing Ticks, the chance increases to almost 100%. Ticks that have been on the user for longer, and thus are more engorged, are easier to find and thus have a higher chance to be removed. Takes 20 seconds to complete a Tick Search. You may want to perform a few Tick Searches to ensure the removal of all Ticks, especially if not using Tick Tests.

Stores

When at a Store, enter a number on the keyboard to purchase items. Which number purchases which items is displayed on the display panel.

Cheap Local Store: You can buy Cheap Meds, Tick Tests, Ranger Gear and Fishing Rods.

Expensive Across Border Store: You can buy Cheap Meds, Tick Tests, better Ranger Gear and Fishing Rods then at the Cheap Local Store, Antibiotics and an Intensive Treatment Plan. Note that accessing this store costs 100 Work Cred since the user must take time off from his job to travel here.

Items:

Tick Test: Automatically consumed when performing a Tick Search to increase chances of finding Ticks.

Cheap Meds: Restores 10 health

Antibiotics: Reduces the infection stage of the user, but cannot fully cure Lyme Disease (can at best reduce the infection stage to be that of someone who just contracted the disease).

Fishing Rods: Increases the payoffs of Fishing Quests. If trying to buy a Fishing Rod and a message saying the item is unavailable pops up, you need to buy the less expensive Fishing Rod First.

Ranger Gear: Increases the payoffs of Ranger Quests. If trying to buy Ranger Gear and a message saying the item is unavailable pops up, you need to buy the less expensive Ranger Gear First.

Intensive Treatment Plan: Extremely expensive and is the only item that costs Work Cred. Will fully treat Lyme Disease and restore the user to full health.