CRIM

By Brady Kruse

*1.0 Introduction*

CRIM (Cleverness, Riches, Intelligence, Might) is a text-based adventure game with a very simple goal: collect keys from four different monsters using unique skills for each key. Throughout the game, the player will fight monsters, solve riddles, explore dungeons, and collect items to help them along their journey.

*1.1 Winning*

To win the game, the player must collect each different colored key, then return to the treasure room alive. The treasure room is initially locked at the beginning of the game and can only be accessed with all four keys.

*1.2 Losing*

Dying is, in fact, not the end of the game. The player can die and then return to the living world via a single-use Potion of Life. If, however, the Potion of Life has already been used and the player is dead, the game will end upon the player’s return to the room where the Potion of Life is originally found.

*1.3 The Player*

The player is a nameless wanderer somehow thrust into this strange treasure dungeon. The player has 100 hitpoints, an inventory, and an equipped-weapon slot. The player can do a number of actions, discussed below.

*1.4 Player Actions*

What follows is a list of actions that can be performed by the player, along with the conditions that make them available. \* denotes default actions, \*\* denotes combat actions. Please note: no actions are available in combat besides combat actions.

* **Moving**\* - Players are able to move to any adjacent tile at any time. Hotkey = n,s,e,w
* **View Inventory** \* - Displays the player’s inventory, along with the weapon currently equipped. Hotkey = i
* **Attack** \*\* - Attacks the current monster. Also available in some specific rooms in which the monster is not immediately hostile. Hotkey = a
* **Equip Weapon** \* – Equips a specified weapon within the player’s inventory. Hotkey = x
* **Pick Up Item** – Adds an item to the player’s inventory. Available when an item is in the room and has yet to be picked up. Hotkey = p
* **Flee**\*\* - Sends the player to a random adjacent tile. Hotkey = f
* **Heal**\*\* - Heals the player fifty hitpoints if the player has a healing potion. Available in combat as well as not in combat. Hotkey = h
* **Drink Potion of Life** - Raises the player from the dead, restoring hitpoints back to 100. Available only if the player has a Potion of Life. Hotkey = l
* **Check Hitpoints**\*– Displays player hitpoints. Hotkey = b
* **Use Whetstone** – Allows the player to sharpen a specified weapon. For the *Sword* and *Greatsword* (see items), this will increase damage. For *Fists*, this will hurt the player one hitpoint. Only available in the Dwarf Room. Hotkey = q
* **Stumble Through Door** – Similar to **Flee**, this will send the player to random adjacent room. Only available in the Random room (which also prevents any other actions from being performed.) Hotkey = u
* **Drink Beer** – Allows the player to drink a beer. This will deplete the player five hitponts. Only available if the player has a beer in their inventory. Hotkey = t

*1.5 Items*

Below is a list of all game items, along with where they can be found and their attributes. Please note, all items can be used for combat, although some much less effective than others. Thus, if you’d like to throw a coin at a dragon, you’re welcome to.

* **Sword –** Standard weapon found in the Rat Room after killing the rat. Damage: 10. Can be sharpened using the whetstone to increase damage to 20.
* **Great Sword –** Much stronger weapon found in the Fallen Knight Room. Damage: 20. Can be sharpened using the whetstone to increase damage to 30.
* **Coins –** Currency within the game. Can be used to purchase healing potions and to get the green key. Damage = 0. Player starts with 5 coins. Found scattered throughout the game in several locations, most notably in the Coin room, which contains 500.
* **Fists –** Weak weapon. Player starts with fists. Damage: 3. Can be sharpened but will only result in the player being hurt.
* **Healing Potion –** Potion used to heal the player 50 hitponts. Damage : 1. Can be bought multiple times from the vendor in the Vendor Room.
* **Potion of Life** – Potion used to bring the player back to life, restoring hitpoints to 100. Damage: 1. Can only be found in the Potion of Life room. Item DOES NOT RESPAWN, and therefore can only be used once.
* **Beer** – Potion that hurts the player 5 hitpoints. Found in the Dwarf room. Damage: 1. EXCEPTION: *Does 1,000,000 damage to the dragon if equipped.*
* **Keys –** Green, black, blue, and white keys. Each obtained in different ways (see keys). Used to win the game when all are collected. Damage: 1
* **Fire Shield –** Fire shield that prevents damage from fire. Specifically, makes the dragon attack only do two damage. Found in the Fire Shield room. Damage: 1

*1.6 Enemies*

Below is a list of all in-game enemies. All enemies are hostile immediately save for those denoted with \*. Enemies holding keys are denoted with \*\*. No enemies respawn.

* **Dragon\*\*** - A mighty black dragon, guarding the black key. Hitpoints: 200. Damage: 30. If the player possesses a fire shield, damage is 2. Found in the Dragon Room.
* **Skeleton –** A skeleton warrior. Hitpoints: 10. Damage: 3. Drops five coins upon death. Found in the Skeleton Room.
* **Rat –** A measly rat. Hitpoints: 2. Damage: 1. Drops the sword upon death. Found in the Rat Room.
* **Goblin King\*\*\* -** A greedy goblin king, guarding the green key. Will give the player the green key for 100 coins. Otherwise, the player can also attack the king, in which case the green key is dropped upon death. Hitpoints: 50. Damage: 20. Found in the Goblin room.
* **Sphinx\*\*\* -** A wise sphinx, guarding the white key. Asks a riddle upon the player’s entrance. If the player succeeds the riddle, the sphinx will give the player the white key. If the player fails, the sphinx will become hostile and attack. Otherwise, the player can attack the sphinx, in which case the white key is dropped upon death. Hitpoints: 100. Damage: 30.

*1.7 Keys*

Each key is obtained a unique way.

**Blue Key**

Obtained from the wizard found in the Wizard room. Player must be dead when entering the room.

**White Key**

Obtained from the sphinx found in the Sphinx room. Player can answer the riddle (answer is time) or, alternatively kill the sphinx.

**Green Key**

Obtained from the goblin king found in the Goblin room. Player can give the goblin king 100 coins or, alternatively, kill the goblin.

**Black Key**

Obtained from the dragon found in the Dragon room. Player must kill the dragon, a task that can be made easier (see beer,fire shield in items and dragon in enemies.)

*1.8 Map*

Key

*Blue – Item Room*

*Red – Enemy Room*

*Orange – Item and Enemy Room*

*Purple – Key Room*

*Green – Victory Room*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Fallen Knight Room | Cave Room | Coin Room |  |  |  |
| Dragon Room | Abandon All Hope Room |  | Cave Room |  | Sphinx Room |  |
|  | Hall Room |  | Random Room | Potion of Life Room | Hall Room |  |
|  | Coin Room |  | Skeleton Room |  |  |  |
|  | Going Wrong Way Room | Treasure Room | Spawn Room |  |  |  |
|  | Do Not Go South Room |  | Rat Room | Coin Room |  |  |
|  | Seriously No South Room |  |  | Hall Room | Coin Room | Vendor Room |
|  | Death Room |  |  |  | Hall Room |  |
|  | Big Coin Room |  | Wizard Room | Hall Room | Hall Room | Fire Shield Room |
|  |  |  |  |  | Dwarf Room | Goblin Room |

*2.0 Beating CRIM*

The following is a comprehensive guide on the *FASTEST WAY* to beat Crim.

STEP ONE: THE WHITE KEY

* Spawn in the game.
* Go south, kill the rat, take and equip the sword.
* Go north to the skeleton room. Kill the skeleton.
* Go north into the random room. Continue going into the random room until you randomly are pushed into the Potion of Life room.
* Take the Potion of Life.
* Go east, then north into the sphinx room.
* Answer the sphinx’s riddle (answer is time.)
* Congratulations you have the white key!

STEP TWO: THE BLUE KEY

* Go south and then west back into the random room.
* Continue going into the random room until you are pushed into the cave room.
* Go north then west to the fallen knight room.
* Go south, ignoring the warnings, until you are killed. DO NOT DRINK THE POTION OF LIFE. YOU WILL LOSE.
* Go south again into the coin room, take the coins.
* Go all the way north, then east, then south back into the random room.
* Continue going into the random room until you are eventually pushed back into the skeleton room (skeleton is already dead, you will not be attacked.)
* Go south to the rat room, then east into the hall room, then south again, then east again.
* Go south two more times.
* Go west into the wizard room. (You will be able to enter because you are dead, will not be able to if you are alive.)
* Congratulations you have the blue key!

STEP THREE: THE GREEN KEY

* Go east three times, collect the fire shield.
* Drink the Potion of Life.
* Go south again into the goblin room.
* Give the goblin 100 coins.
* Congratulations you have the green key!

STEP FOUR: THE BLACK KEY

* Go west into the dwarf room, collect a beer.
* Equip the beer.
* Go north and west until you reach the spawn room.
* Continue north until you reach the random room.
* Continue entering the random room until you are pushed into the cave room.
* Go north then west back into the fallen knight room.
* Go south.
* Go west into the dragon room.
* Attack the dragon with the equipped beer (this will kill the dragon instantly).
* ALTERNATIVELY: Go back to the fallen knight room, collect the greatsword, then go back to the dwarf room at the south end of the map. Sharpen the greatsword, make sure you have the fire shield, then go back to the dragon room and fight him that way.
* Congratulations you have the black key!

STEP FIVE: WINNING

* Go east, north, east, then south back into the spawn room.
* Go west to treasure room.
* Congratulations! You have beat CRIM!