

## Demo

## Some words

There was an old story in UW about a chamber underneath... About heros defeating monsters to acquire the final treasure: A GOLDEN GOOSE!\ However, strange happenings are afoot in the chamber this term.\ The monsters have revolted and demanded to be made the heroes due to their negative portrayal in previous iterations of CC3k!

## Before the game starts

So that basically is the story. It's a story about bad guys(at least what they portrayed as).

Basically, before reading this document, you should have successfully compiled the program using the Makefile. Then there should be a cc3k executable under the current directory.

Before running the actual program, we HIGHLY suggest you to resize the terminal window to 79\*32 for the best view experience.

## CC3K

Run the cc3k executable and the following should appear:

[illegible]

There was an old story in UW about a chamber underneath...

About heros defeating monsters to acquire the final treasure: A GOLDEN GOOSE!

However, strange happenings are afoot in the chamber this term.

The monsters have revolted and demanded to be made the heroes due to their negative portrayal in previous iterations of CC3k!

Enter the race you wish to be:

It asks for a race. A race for player is either one of:

Race	HP	Attack	Defence	Description	Code
Shade	125	25	25	N/A	s
Drow	150	25	15	All potions have their effect magnified by 1.5	d
Vampire	50	25	25	Gains 5 HP every successful attack and has no maximum HP	v
Troll	120	25	15	Regains 5 HP every turn; HP is capped at 120 HP	t

Race	HP	Attack	Defence	Description	Code
Goblin	110	15	20	Steals 5 gold from every slain enemy	g

If you don't select one, we will pick shade as a default for you. It is recommended to pick Troll for this demo for smoother experience. If you are a high-level player of CC3K you can ignore the previous sentence.

Type the first letter of each race in lower case to select it. The following should appear:

```
> t
|-----|
|
| |-----| |-----| |
| |.L.....| |.....|
| |.....+#####+.....G..|-----|
| |...G.....P.....| # |.....|--|
| |...\.....P..P.O| # |.....|--|
| |-----+-----| # |---+-----|.....|
| # ##### |G.....|
| # # |---+-----| |...E.....|
| # # |...G..W..| |...PL.....|
| ##### |...G.....| #####+.....|
| # # |...W..O..| # |...G.....|
| # # |---+-----| # |-----+-----|
| |---+-----| # # # #
| |...P.....| # # # |---+-----| |
| |...L.....| ##### |...P..|
| |..M...P..W.....| # # |.....|
| |...M.....W...| # |---+-----|P.....G|
| |..@.....P.P..| # |..W.....G.O..H.....M.....|
| |...G.....+#####+.....W.....|
| |...O.....| |...G.....H..L.....|
| |-----| |-----|
|
|-----|
Race: Troll Gold: 0 Floor 1
HP: 120
Atk: 25
Def: 15
Action: Player character has spawned.
Enter your command:
```

You have successfully entered the chamber! The first thing you would probably notice is the text display of the map. Find yourself denoted by the character "@". You can see enemies, potions and treasures placed all over the chamber. Enemies are in these type:

Race	HP	Attack	Defence	Description	Code
Human	140	20	20	Drops 2 normal piles of gold	H
Dwarf	100	20	30	Vampires are allergic to dwarves and lose 5 HP rather than gain	W
Elf	140	30	10	Gets two attacks against every race except drow	E
Orcs	180	30	25	Does 50% more damage to goblins	O
Merchant	30	70	5	Steals 5 gold from every slain enemy	M
Dragon	150	20	20	Always guards a treasure hoard	D
Halfling	100	15	20	Has a 50% chance to cause the player character to miss in combat	L

Potions are denoted as "P"s and treasures are denoted as "G". Stairs to next level are denoted as "\", that is where you would presumably go. The lines below the display provides some information about yourself. It tells your race, gold, floor you are currently at, you current states, and the recent action you

made. Right now you have just spawned.

Now you can try to move towards a direction.

Code	Direction
no	North
so	South
ea	East
we	West
ne	North East
nw	North West
se	South East
sw	South West

For example, we can move to the south.

```
> so
|-----|
|
| |-----| |-----| |
| |..L.....| |.....|
| |.....+#####.....G..|-----|
| |.....G.....P.....| # |.....|--|
| |.....\.....P...PO.| # |.....|--|
| |-----+-----| # |---+-----|.....|
| | # ##### |G.....|
| | # # |---+---| |...E.....|
| | # # |...G...W.| |...P.....|
| | ##### |..G...W..O.| #####+...L.....|
| | # # |.....| # |...G.....|
| | # # |---+---| # |-----+-----|
| | |-----+-----| # # # #
| | .....P.....| # # # |---+---| |
| | .....W.....| ##### |.....P..|
| | ..M....P.L...W....| # # |.....|
| | ...M.....| # |---+-----|P.....G|
| | .....P.P.| # |...W....G..O..H.....M.....|
| | ...@G...O.....+#####.....H..L.W.....|
| | .....| |...G.....|
| |-----| |-----|
|
|-----|
Race: Troll Gold: 0 Floor 1
HP: 120
Atk: 25
Def: 15
Action: PC moves South.
Enter your command:
```

You can see that the Player Character(PC) has moved south by one block. You may also notice that enemies have moved. That's right! They can move! In each turn, they will move to one block radius around them, or they may stay. Luckily, they can't open doors, so you are safe in passages. BUT! If they see you in one block radius, they will attack instead! Be careful!

You can step on treasures in order to pick up them. Like this:

```

> ea
|-----|
|
| |-----| |-----| |
| |...L.....| |.....|
| |.....+#####+.....G..|-----|
| |....G.....P.....O| # |.....|--|
| |....\.....P..P..| # |.....|--|
| |-----+-----| # |---+-----|.....|
| # ##### |G.....|
| # # |---+-----| |.....|
| # # |...G...O..| |...PLE.....|
| ##### |...G...W..| #####+.....|
| # # |.....W...| # |...G.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |.....PW.....| # # # |---+-----| |
| |.....| ##### |.....P..|
| |.....P.....| # # |.....|
| |..M.....L...W....| # |-----+-----|P.....G|
| |...M.....P.P..| # |...W....G...O.....|
| |...@.....+#####+.....H.....M.....|
| |.....O.....| |...G.....H..L.W.....|
| |-----| |-----|
|
|-----|
Race: Troll Gold: 1 Floor 1
HP: 120
Atk: 25
Def: 15
Action: PC picks up a small hoard.
Enter your command:

```

Notice that your gold increased by 1.

Now try to find a potion. For example, go to the one closest to you.

```

> ne
> ne
> ne
|-----|
|
| |-----| |-----| |
| |.....| |.....|
| |...L.....O..+#####+.....G..|-----|
| |...G.....P.....| # |.....|--|
| |...\......P..P..| # |.....|--|
| |-----+-----| # |---+-----|.....|
| # ##### |G.....|
| # # |---+-----| |...E.....|
| # # |...G.....| |...PL.....|
| ##### |...G.....| #####+.....|
| # # |...W.W.O.| # |...G.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |.....PL.....| # # # |---+-----| |
| |.....| ##### |.....P..|
| |.M....@P.W...W....| # # |.....|
| |...M.....| # |---+-----|P.....G|
| |.....P.P.| # |.....G....H.....M.....|
| |.....+#####+...W.....W.....|
| |.....O.....| |...G.....H.O...L.....|
| |-----| |-----|
|
|-----|
Race: Troll Gold: 1 Floor 1
HP: 120
Atk: 25
Def: 15
Action: PC moves North East.
Enter your command:

```

You would not be able to know the effect of the potion untill you use them(you are a villain, not a chemist). Try to use the potion.

> use

```
|-----|
|
| |-----| |-----| |
| |.....| |.....|
| |...L.....O..+#####+.....G..|-----|
| |...G.....P.....| # |.....|--|
| |...\.....P..P..| # |.....|--|
| |-----+-----| # |---+-----|.....|
| # ##### |G.....|
| # # |---+-----| |...E.....|
| # # |...G.....| |...PL.....|
| ##### |...G.....| #####+.....|
| # # |...W.W.O.| # |...G.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |.....PL.....| # # # |---+-----| |
| |.....| ##### |.....P..|
| |.M....@P.W...W....| # # |.....|
| |...M.....| # |-----+-----|P.....G|
| |.....P.P.| # |.....G....H.....M.....|
| |.....+#####+...W.....W.....|
| |.....O.....| |...G.....H.O...L.....|
| |-----| |-----|
|
|-----|
```

Race: Troll Gold: 1

Floor 1

HP: 120

Atk: 25

Def: 15

Action: PC uses a potion that does not exist!

Enter your command:

No! That's not the correct direction!

```

> ea
|-----|
|
| |-----| |-----| |
| |...L.....| |.....|
| |.....O.#####+.....G..|-----|
| |....G.....P.....| # |.....|--|
| |....\.....P..P..| # |.....|--|
| |-----+-----| # |---+-----|.....|
| # ##### |G...E.....|
| # # |---+-----| |...L.....|
| # # |....G.....| |...P.....|
| ##### |...G.....| #####+.....|
| # # |....W.W.O..| # |...G.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |.....P.L.....| # # # |---+-----| |
| |.....| ##### |.....P..|
| |.MM..@...W...W...| # # |.....|
| |.....| # |-----+-----|P.....G|
| |.....P.P..| # |...W.....G.....M.....|
| |.....+#####+.....O.H....W.....|
| |.....O.....| |...G.....H....L.....|
| |-----| |-----|
|
|-----|
Race: Troll Gold: 1 Floor 1
HP: 120
Atk: 30
Def: 15
Action: PC uses BA.
Enter your command:

```

You lucky guy! It's a BA, which means it boost attack. Notice how your attack increased by 5. Now find an enemy to fight.

```

> ea
> ea
|-----|
|
| |-----| |-----| |
| |.....| |.....|
| |...L.....O...+#####+.....G...|-----|
| |....G.....P.....| # |.....|--|
| |....\.....P..P..| # |.....E.....|--|
| |-----+-----| # |---+-----|.....|
| # ##### |G..L.....|
| # # |---+-----| |.....|
| # # |....GW..O..| |...P.....|
| ##### |...G....W..| #####+.....|
| # # |.....| # |...G.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |.....P.....| # # # |---+-----| |
| |..M.....L.....| ##### |.....P..|
| |.....@.....| # # |.....|
| |..M.....W....W....| # |-----+-----|P.....G|
| |.....P.P..| # |..W.....GH.....|
| |.....O.....+#####+.....H....LW.....M.....|
| |.....| |...G.....O.....|
| |-----| |-----|
|
|-----|
Race: Troll Gold: 1 Floor 1
HP: 95
Atk: 30
Def: 15
Action: PC moves East. L deals 13 damage to PC. W deals 17 damage to PC.
Enter your command:

```

You are being attacked by two enemies! Don't worry, fight them with all your strength! And with the command **'a + \<direction>'**!



> a se

```
|-----|
|
| |-----| |-----| |
| |.....| |.....|
| |.....+#####+.....G.|-----|
| |...LG.....P.....O.| # |.....|--|
| |...\.....P..P.| # |.....|--|
| |-----+-----| # |---+-----|..LE.....|
| # ##### |G.....|
| # # |---+-----| |.....|
| # # |...G..W..| |...P.....|
| ##### |...G..W..O.| #####+.....|
| # # |.....| # |...G.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |.....P.....| # # # |---+-----| |
| |.....L.....| ##### |.....P..|
| |..MM....@....W....| # # |.....|
| |......W.....| # |---+-----|P.....G|
| |.....P.P.| # |..W.....G..H....L.....|
| |.....+#####+.....H.O.....|
| |.....O.....| |...G.....W.....M....|
| |-----| |-----|
|
|-----|
```

Race: Troll Gold: 1

Floor 1

HP: 100

Atk: 30

Def: 15

Action: PC deals 23 damage to W (77). L deals 0 damage to PC. W deals 0 damage to PC.

Enter your command:

Chance! They both missed! Enemies have 50% chance to miss unless affected by other factors such as races.

```

> a se
> a se
> a se
> a se
|-----|
|
| |-----| |-----| |
| |.....O..| |.....|
| |...L.....+#####+.....G..|-----|
| |...G.....P.....| # |.....L.....|--|
| |...\......P..P..| # |.....E.....|--|
| |-----+-----| # |---+-----|.....|
| # ##### |G.....|
| # # |---+-----| |.....|
| # # |...GWW...| |...P.....|
| ##### |...G.....O| #####+.....|
| # # |.....| # |...G.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |.....P.....| # # # |---+-----| |
| |...M..M..L.....W..| ##### |.....P..|
| |.....@.....| # # |.....|
| |.....| # |---+-----|P.....G|
| |.....O.....P.P..| # |.....G.....M.....|
| |.....+#####+...W.....H.H....LW.....|
| |.....| |...G.....O.....|
| |-----| |-----|
|
|-----|
Race: Troll Gold: 2 Floor 1
HP: 17
Atk: 30
Def: 15
Action: PC deals 23 damage to W (0). L deals 13 damage to PC. PC slains W.
Enter your command:

```

Great! You have slain a Dwarf! One gold is earned. Fight the other enemy.

> a ne

```
|-----|
|
| |-----| |-----| |
| |...L.....| |.....|
| |.....O...+#####+.....GL.|-----|
| |....G.....P.....| # |.....|--|
| |....\.....P..P..| # |.....|--|
| |-----+-----| # |---+-----|.....E.....|
| # ##### |G.....|
| # # |---+-----| |.....|
| # # |....G.....| |...P.....|
| ##### |...G..W.W...| #####+.....|
| # # |.....O.| # |...G.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |.....P.....| # # # |---+-----| |
| |.....L.....| ##### |.....P..|
| |...M..M..@.....W.| # # |.....|
| |.....| # |---+-----|P.....G|
| |.....P.P.| # |...W.....GH.....L.....|
| |.....O.....+#####+.....M....|
| |.....| |...G.....O...H.....W.....|
| |-----| |-----|
|
|-----|
```

Race: Troll Gold: 2 Floor 1

HP: 22

Atk: 30

Def: 15

Action: PC attacks an enemy that does not exists! L deals 0 damage to PC.

Enter your command:

You have attacked to the wrong direction! Leave and avoid enemy!



That happens...But death is only the beginning. try again!

```
|-----|
|
| |-----| |-----| |
| |.....E.....| |.....|
| |.....L..P.....+#####+.....O.....|-----|
| |...L.....O.....| # |.H...G.....|--|
| |.....G..| # |.....L.P.....|--|
| |-----+-----| # |---+-----|.....|
| # ##### |L.....|
| # # |---+-----| |.....|
| # # |P..PP..HG...| |.....|
| ##### |.....O...| #####+.....|
| # # |.GGP.O..P...| # |.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |G.....G.....| # # # |---+-----|
| |....L.....| ##### |.....O.
| |....L.....| # # |...P....| |
| |..L...E...G.....| # |-----+-----|...LM.....|
| |.....P.....| # |...@.....G.....|
| |....G...\\...L...+#####+.....|
| |.....H.....| |.....P.....|
| |-----| |-----|
|
|-----|
Race: Troll Gold: 0 Floor 1
HP: 120
Atk: 25
Def: 15
Action: Player character has spawned.
Enter your command:
```

Now aim for the stair(denoted by "\\") as quick as possible.

```

|-----|
|
| |-----| |-----| |
| |.....| |.....|
| |...L...P..OE.....+#####+...O...L.....|-----|
| |.....| # |...G.....L.....|--|
| |...L.....G..| # |..H.....P.....|--|
| |-----+-----| # |---+-----|.....|
| # ##### |.....|
| # # |---+-----| |.....|
| # # |P..PP...G...| |.....|
| ##### |...H.....| #####+.....|
| # # |.GGPO..OP...| # |.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |G...L...G.....| # # # |---+-----| |
| |.....L.L.....| ##### |..L.....|
| |..L...E.....| # # |M...P.....|
| |.....G.....| # |-----+-----|.....|
| |.....@.....| # |.....G.....O..|
| |...G...\.....+#####+.....|
| |.....H.....| |.....P.....|
| |-----| |-----|
|
|-----|
Race: Troll Gold: 0 Floor 1
HP: 106
Atk: 25
Def: 15
Action: PC moves West.
Enter your command:

```

Now you can enter the next floor by stepping on the stair.

> so

```
|-----|
|
| |-----| |-----| |
| |.....G.....| |.....|
| |...P...\...D.....W.#####+.....L...|-----|
| |.....P.....| # |.....E.....|--|
| |.M.....P....| # |.....M.....H.....|--|
| |-----+-----| # |---+-----|.....|
| # ##### |.....|
| # # |---+-----| |.....|
| # # |...PEH.M.G.| |..G.....|
| ##### |..W.G...G..| #####+...P.....|
| # # |G...G...L..| # |.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |.....| # # # |---+-----| |
| |..P.....M.....W.| ##### |..P....P..|
| |.....| # # |...L.....|
| |.....L.....| # |---+-----|.....|
| |.....L| # |.....G...E.....|
| |.....H.....+#####+.....L....D..DP...@.....|
| |.....L| |.....G.....PG.....|
| |-----| |-----|
|
|-----|
```

Race: Troll Gold: 0 Floor 2  
HP: 111  
Atk: 25  
Def: 15  
Action: PC entered next floor  
Enter your command:

Same goal, move towards the stairs!

```

|-----|
|
| |-----| |-----| |
| |.....G.....W...| |.....M...L..E..H...|
| |.M.P...\...D.....+#####+.....|-----|
| |.....@...P.....| # |.....|--|
| |.....P.....| # |.....|--|
| |-----+-----| # |---+-----|.....|
| # ##### |.....|
| # # |---+-----| |.....|
| # # |.M.P.E.H.G.| |..G.....|
| ##### |.W..G...GL.| #####+...P.....|
| # # |G...G.....| # |.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |.H.....L.....| # # # |---+-----| |
| |.P.....| ##### |.P....P..|
| |.....| # # |.L.....|
| |.W.....M...L...L..| # |-----+-----|.....|
| |.....| # |.....L.....G.....E.....|
| |.....+#####+.....D..DP.....|
| |.....| |.....G.....PG.....|
| |-----| |-----|
|
|-----|

```

Race: Troll Gold: 0 Floor 2

HP: 120

Atk: 25

Def: 15

Action: PC moves East. D deals 0 damage to PC.

Enter your command:

You have encountered a dragon and you want to steal its treasure? Fine...



```

> no
> ne
|-----|
|
| |-----| |-----| |
| |.....@.....W.| |.....M...L..E..H..|
| |M..P...\...D.....+#####+.....|-----|
| |.....P.....| # |.....|--|
| |.....P.....| # |.....|--|
| |-----+-----| # |---+-----|.....|
| # ##### |.....|
| # # |---+-----| |.....|
| # # |...P....G.| |..G.....|
| ##### |...GE...G..| #####+...P.....|
| # # |GW..MGH..L..| # |.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |.....L....| # # # |---+-----| |
| |HWP.....| ##### |.P....P..|
| |.....| # # |.....|
| |.....M...L..L..| # |---+-----|.L.....|
| |.....| # |.....L....G.....E.....|
| |.....+#####+.....D..DP.....|
| |.....| |.....G.....PG.....|
| |-----| |-----|
|
|-----|
Race: Troll Gold: 0 Floor 2
HP: 113
Atk: 25
Def: 15
Action: Dragon hoard is guarded by a dragon! D deals 0 damage to PC.
Enter your command:

```

Ops! The dragon hoard is guarder by the dragon and you can't steal! RUN!

```

|-----|
|
| |-----| |-----| |
| |...M....D.....| |.....|
| |..P\....H.G.....+#####+.....P.....|-----|
| |.P.....H.....| # |.....G....P.....P....|--|
| |...L.....G.....| # |.....L.....|--|
| |-----+-----| # |---+-----|.....|
| # ##### |.....|
| # # |---+-----| |.....|
| # # |...G.M..P.| |.....|
| ##### |...O....| #####+.....M..|
| # # |...EG..EGE.| # |.H.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |..E.....| # # # |---+-----| |
| |.....| ##### |.....|
| |.....W.....| # # |.....|
| |L...G...P.....| # |-----+-----|..H.....|
| |.....| # |...P....L.....GL....G.....|
| |.....@.+#####+P.....P.....|
| |...L.....| |G.....L.....|
| |-----| |-----|
|
|-----|

```

Race: Troll Gold: 0 Floor 3

HP: 120

Atk: 25

Def: 15

Action: PC entered next floor

Enter your command:

That was tough...

```

|-----|
|
| |-----| |-----| |
| |.....D.....| |.....|
| |.MP\.....H.G.....+#####+.P.....|-----|
| |.P..H....@.....| # |.....G....P.....P....|--|
| |.....L.....G.....| # |.....L.....M....|--|
| |-----+-----| # |---+-----|.....|
| # ##### |.....|
| # # |---+-----| |.....|
| # # |.M.E.G.E..P.| |.....|
| ##### |.OE.....| #####+.H.....|
| # # |...G...G..| # |.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |.....| # # # |---+-----| |
| |.....W.....| ##### |.....|
| |.....| # # |.....|
| |L.E..G...P.....| # |-----+-----|.....|
| |.L.....| # |...P.....G...H..G.....|
| |.....+#####+P...L...L.....L.....P.....|
| |.....| |G.....|
| |-----| |-----|
|
|-----|

```

Race: Troll Gold: 0 Floor 3

HP: 120

Atk: 25

Def: 15

Action: PC moves North. H deals 0 damage to PC.

Enter your command:

You saw a human and tries to talk with him/her. But they can't understand the language of a troll and started attacking.

```

|
| |-----|          |-----|          | |
| |.....D.....|          |.....|          |
| |H.P\...L..G.G.....+#####+.....P.....|-----|          |
| |.P.....G@.....| # |.....G....P.....P....|--|          |
| |M.....G.....| # |.....L.....|-----|          |
| |-----+-----| # |---+-----|.....|          |
| # ##### |.....|          |
| # # |---+-----| |.....M....|          |
| # # |..M.EG...P.| |.....|          |
| ##### |O...E.....| #####+.....|          |
| # # |..E..G...G..| # |...H.....|          |
| # # |---+-----| # |-----+-----|          |
| |-----+-----| # # # # |          |
| |L.....| # # # |---+-----|          |
| |.....| ##### |.....|          |
| |..E..W.....| # # |.....|          |
| |....G...P.....| # |-----+-----|.....|          |
| |.....| # |..P.....G.....G.....|          |
| |.....+#####+P.....H....P.....|          |
| |..L.....| |G...L..L.....L.....|          |
| |-----| |-----|          |
|
|-----|

```

Race: Troll Gold: 0 Floor 3

HP: 101

Atk: 25

Def: 15

Action: PC deals 20 damage to H (0). PC slains H.

Enter your command:

That was an easy fight. Look, the human dropped some gold. Pick them up!

```

|-----|
|
| |-----| |-----| |
| |.H.....D.....| |.....|
| |.P\.....G.....+#####+.P.....|-----|
| |.PM.....@.....| # |.....LG....P.....P....|--|
| |....L.....G.....| # |.....|
| |-----+-----| # |---+-----|.....|
| # ##### |.....|
| # # |---+-----| |.....|
| # # |...MEG...P.| |.....|
| ##### |O..EE.....| #####+...H...M.....|
| # # |....G...G..| # |.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |L.....| # # # |---+-----| |
| |.....| ##### |.....|
| |.E.W.....| # # |.....|
| |....G...P.....| # |-----+-----|.....|
| |.....| # |...P.....G.....G.....|
| |...L.....+#####+P...L..L.....L...H....P.....|
| |.....| |G.....|
| |-----| |-----|
|
|-----|

```

Race: Troll Gold: 4 Floor 3

HP: 111

Atk: 25

Def: 15

Action: PC picks up a normal hoard.

Enter your command:

Nice. now go to the stair.

```

|-----|
|
| |-----| |-----| |
| |..L...O.....W.G..| |.....GW.....H.....|
| |.....+#####+.....|-----|
| |.....P...H.....LL.G..| # |.....|--|
| |G.....P.....@.O....| # |..G.....|--|
| |-----+-----| # |---+-----|.....P.....|
| # ##### |..O.E.....|
| # # |---+-----| |.....O.....|
| # # |.....G..| |.....|
| ##### |.P...P..H.P| #####+L.P.....|
| # # |...WM....| # |.....|
| # # |---+-----| # |---+-----|
| |-----+-----| # # # #
| |.....| # # # |---+-----| |
| |.....| ##### |.....|
| |.....| # # |G.D.....L..|
| |.....M.....| # |---+-----|..G.....|
| |P.....| # |.....G.....|
| |..G.....\.....+#####+.....H...P.....|
| |.....W...P.....| |.....|
| |-----| |-----|
|
|-----|

```

Race: Troll Gold: 5 Floor 4

HP: 120

Atk: 25

Def: 15

Action: PC entered next floor

Enter your command:

Nice, we are almost there.

```

|-----|
|
| |-----| |-----| |
| |.....W..L..G..| |.....G..W..H..E..|
| |OL..H.....LO.....+#####+.....|-----|
| |.....P.....G..| # |.....|--|
| |G.....| # |..G.....O..|--|
| |-----+-----| # |---+-----|...O...P....|
| # ##### |.....|
| # # |---+-----| |.....L....|
| # # |.....G..| |.....|
| ##### |MP...HP...P| #####+..P.....|
| # # |.W.....| # |.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |...W.....| # # # |---+-----| |
| |.....| ##### |.....|
| |.....@M.....| # # |G.D.....|
| |.....| # |---+-----|..G....L..|
| |P.....| # |.....G.....|
| |..G.....\.....+#####+.....H....P.....|
| |.....P.....| |.....|
| |-----| |-----|
|
|-----|

```

Race: Troll Gold: 5 Floor 4

HP: 120

Atk: 25

Def: 15

Action: PC moves South.

Enter your command:

You want to attack a merchant? You are insane!

> a ea

```
|-----|
|
| |-----| |-----| |
| |OL..H....L.....G..| |.....G.....|
| |.....O.W..L.....+#####+.....W...H...E...|-----|
| |.....P.....G..| # |.....|--|
| |G.....| # |..G.....O...|--|
| |-----+-----| # |---+-----|...O...P....|
| # ##### |.....|
| # # |---+-----| |.....L....|
| # # |...H...G..| |.....|
| ##### |.P...P...P| #####+.P.....|
| # # |M.W.....| # |.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |.....| # # # |---+-----| |
| |..W.....| ##### |.....|
| |.....@M.....| # # |G.D.....|
| |.....| # |-----+-----|..G.....L..|
| |P.....| # |.....G.....|
| |..G.....\.....+#####+.....H...P.....|
| |.....P.....| |.....|
| |-----| |-----|
|
|-----|
```

Race: Troll Gold: 5

Floor 4

HP: 65

Atk: 25

Def: 15

Action: PC deals 23 damage to M (7).You attacked a merchant! Merchants are hostile from now on. M deals 60 damage to PC.

Enter your command:

See? Merchants are now hostile! They have 70 attack and super strong!



```

|-----|
|
| |-----| |-----| |
| |.H....W.....G..| |.....G.W.....|
| |L....L...O....L.....+#####+.....H...E....|-----|
| |O....P.....G..| # |.....O....|--|
| |G.....| # |.G.....O..L....|--|
| |-----+-----| # |---+-----|.....P.....|
| # ##### |.....|
| # # |---+-----| |.....|
| # # |M...W...G..| |.....|
| ##### |.PH...P...P| #####+..P.....|
| # # |.....| # |.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |.....| # # # |---+-----| |
| |.W.....| ##### |.....L..|
| |.....| # # |G.D.....|
| |.....| # |-----+-----|..G.....|
| |P....M....@.....| # |.....G.....|
| |.G.....\.....+#####+...H.....P.....|
| |.....P.....| |.....|
| |-----| |-----|
|
|-----|

```

Race: Troll Gold: 5 Floor 4

HP: 60

Atk: 25

Def: 15

Action: PC moves South.

Enter your command:

That was close. Now enter the final floor.

```

|-----|
|
| |-----| |-----| |
| |.....L.....| |...H.....H|
| |..W.....+#####+.....|-----|
| |..L.....P.....| # |.....GG...|--|
| |.....\.....P.....| # |.....@.....W.....|--|
| |-----+-----| # |---+-----|.....|
| # ##### |.P.P.....|
| # # |---+-----| |.....|
| # # |G.H.....| |.G.....|
| ##### |.....G...P| #####+.....|
| # # |....H....P| # |.....|
| # # |---+-----| # |-----+-----|
| |-----+-----| # # # #
| |.....G.....| # # # |---+-----| | |
| |..W...H...L...L...| ##### |....G....|
| |....P.....P.....| # # |...G.....|
| |...G.P.....| # |-----+-----| |...G....|
| |.....H..L..W...| # |...L.....|
| |...P...L.....+#####+.....HE.H.....|
| |.....| |.....|
| |-----| |-----|
|
|-----|

```

Race: Troll Gold: 5 Floor 5

HP: 65

Atk: 25

Def: 15

Action: PC entered next floor

Enter your command:

We at the final stage! Move quick!

```

|-----|
|
| |-----| |-----| |
| |.....| |.....|
| |.....+#####+.....H.W.....|-----|
| |.....@.....| # |.H.....GG...|--|
| |.....\.....| # |.....|--|
| |-----+-----| # |---+-----|.....|
| # ##### |.P.P.....|
| # # |---+-----| |.....|
| # # |G.....| |.G.....|
| ##### |.H..HG...P| #####+.....|
| # # |.....P| # |.....|
| # # |---+-----| # |---+-----|
| |---+-----| # # # #
| |.H.....G.....| # # # |---+-----| | |
| |LW..WL.H.....| ##### |...G....|
| |.L...P.....P.....| # # |...G.....|
| |.L..G.P.....| # |---+-----| |...G....|
| |.....| # |H..L.....|
| |...P.....+#####+..E.H.....|
| |.....| |.....|
| |-----| |-----|
|
|-----|

```

```

Race: Troll Gold: 8                               Floor 5
HP: 120
Atk: 25
Def: 15
Action: PC moves East.
Enter your command:

```

Finally...THE GOLDEN GOOSE!

> so

Congratulations! You have completed CC3K.  
You found THE GOLDEN GOOSE!

Thank you for your time playing.

By  
Jerry Meng(s36meng)  
Brandon Shi(y327shi)  
Shawn Zhao(y665zhao)

Thank you for playing!

**THE end**

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