CS 162 Final Project

Design:

```
Class space {
Protected:
    Struct Snode {
      Snode *forward;
      Snode *back;
      Snode *left;
      Snode *right;
      Snode *down;
      Items item;
      Bool canGo;
      String spaceName; ???
      Player *player;
      Snode (Player *p, string sN, Items i, Snode *f = NULL, Snode *b = NULL,
            Snode *l = NULL, Snode *r = NULL, Snode *d = NULL, bool cG = true) {
            This->forward = f;
            This->back = b;
            This->left = l;
            This->right = r;
            This->down = d;
            This->item = i;
            canGo cG;
            This->spaceName = sN;
            This->player = p;
      }
    };
    Snode *current;
    Snode *last;

    String spaceName; ???

Public:
    //constructors and destructor
    Space(string name);
    ~Space();

    //member functions
    space* getFWD();
    space* getBACK();
    space* getLEFT ();
    space* getRIGHT ();
    space* getDOWN();
    bool getCanGo;

    //virtual functions
    virtual void demons() = 0;
    virtual void damnedSouls() = 0;
    virtual void lookAround() = 0;
    virtual void interact();
    virtual void contQuest();
}
```

```cpp
Class Vestibule : public Space {
Private:

Public:
    Void lookAround();
    Void interact();
}

Class Circle1 : public Space {
Private:

Public:
    Void lookAround();
    Void interact();
}

Class Circle2 : public Space {
Private:

Public:
    Void lookAround();
    Void interact();
}

Class Circle3 : public Space {
Private:

Public:
    Void lookAround();
    Void interact();
}


Class Circle4 : public Space {
Private:

Public:
    Void lookAround();
    Void interact();
}

Class Circle5 : public Space {
Private:

Public:
    Void lookAround();
    Void interact();
}

Class Circle6 : public Space {
Private:

Public:
    Void lookAround();
    Void interact();
}
```

```
Class Circle7 : public Space {
Private:

Public:
    Void lookAround();
    Void interact();
}

Class Circle8 : public Space {
Private:

Public:
    Void lookAround();
    Void interact();
}

Class Circle9 : public Space {
Private:

Public:
    Void lookAround();
    Void interact();
}
```

```
class Player {
protected:
      string name;
      bool hasRope;
      bool hasSword;
      bool hasSoul;
      bool hasGold;
      Items itemArray;
      Space *currentSpot;
Public:
      Player();
      Void setName();
      String getName();
      Void setBools();
      Bool hasItem(Items i)
      Void addItem(Item);
      Void setCurrentSpace(Space *)
      Space* getCurrentSpace();
      Void moveFWD();
      Void moveBACK();
      Void moveLEFT();
      Void moveRIGht();
      Void moveDOWN(); // Character will only move down for circles where he
                        cannot move back up. May need rethinking
};




class Items {
      string Name
      bool isWeapon;
      bool isTool;
      bool isKey;
};




Class Hell {
      Hell(); //constructor that instantiates all spaces in hell and damns the
character

};
```

Space FUNCTIONS

```
Space(string name) {
    This->current = NULL;
    This->last = NULL;
    This->spaceName = name;
}
    ~Space(){
}
```

//member functions
```
space* getFWD() {
    if (this->forward != NULL)
            return this->forward;
    else
            return NULL;


}
space* getBACK() {
    if (this->back != NULL)
            return this->back;
    else
            return NULL;
}

space* getLEFT() {
    if (this->left != NULL)
            return this->left;
    else
            return NULL;
}

space* getRIGHT (){
    if (this->right != NULL)
            return this->right;
    else
            return NULL;
}

space* getDOWN(){
    if (this->down != NULL)
            return this->down;
    else
            return NULL;


}
bool getCanGo {
    return this->canGo;
}
```

//virtual functions
```
virtual void demons() {
      Boolean 5% chance that a demon eats you (I don't know if you're
alive or dead, but you definitely lost)


}

virtual void damnedSouls() {
      Boolean 5% chance that the damned swarm you (you're damned too)
```

```
}

virtual void lookAround() {
    a description of this wonderful slice of hell we're currently exploring
}

virtual void interact() {
      45% chance of item appearing in the current space. Otherwise
just a statement to keep lookingCharacter explores same circle until
item is found, look around displays a few different surrounding
statements to describe hell.
}

virtual void contQuest() {
    if(this->player->hasItem(item)) {
      canGo is true
      you can descend further into the depths of hell. She better be worth it.
    Else
      You can't go there, keep looking for something.
}
```

Player FUNCTIONS

```
Player() {
All bools are false;
For (int i = 0; i < 5; i++)
      itemArray[i] = NULL;
}
Void setName(string n) {
      This->name = n;
}
String getName(){
      Return This->name;

}
Void setBools(){
      If (hasItem(rope))
            hasRope = true;

      If (hasItem(sword))
            hasSword = true;

      If (hasItem(Soul))
            hasSoul = true;

      If (hasItem(gold))
            hasGold = true;

}
Bool hasItem(Items itm) {
      For (int i = 0; i < 5; i++)
            If (itemArray[i] == itm)
                  Return true;
      Return false;

}
```

```
Void addItem(Item itm) {

      If array's full, get rid of something??? Add removeItem(itm) func…

      For (int i = 0; i < 5; i++)
            If (itemArray[i] == itm)
                  Return;
      For (int i = 0; i < 5; i++)
            If (itemArray[i] != NULL)
                  itemArray[i] = itm;


}
Void setCurrentSpace(Space *spot) {
      This->currentSpace = spot;

}
Space* getCurrentSpace(){
      Return this->currentSpace;
}
Void moveFWD(){
      If(currentSpace->getForward != NULL)
            This->currentSpace = currentSpace->getForward
            currentSpace->getForward->LookAraound()

}
Void moveBACK(){
      If(currentSpace->getBack != NULL)
            This->currentSpace = currentSpace->getBack
            currentSpace->getBack->LookAraound()

}
Void moveLEFT(){
      If(currentSpace->getLeft != NULL)
            This->currentSpace = currentSpace->getleft
            currentSpace->getLeft->LookAraound()

}
Void moveRIGht(){
      If(currentSpace->getRight != NULL)
            This->currentSpace = currentSpace->getRight
            currentSpace->getRight->LookAraound()

}
Void moveDOWN(){
      If(currentSpace->getDown != NULL)
            If (canGo)
                  This->currentSpace = currentSpace->getDown
                  currentSpace->getDown->LookAraound()
            else
                  you can't get down there. Maybe a demon can help or you need to
find something


// Character will only move down for circles where he cannot move back up. May
need rethinking
}

};
```

other FUNCTIONS

Class Hell {
```
Hell() {
//instantiate all spaces
getPlayer()
//returns the player pointer
}
```

Storyline 1

Finds sword by the archway   // first item

To get through the river Charon – pay the man
Charon "Through me the way to the city of woe, through me the way to everlasting pain, now I shall ferry you the fire, the cold, and the everlasting darkness(, abandon all hope ye who eneter?)."

Circle 1
To get through the 1st circle (Limbo) where the lost souls begin to swarm– Bribe "the judge of the damned" or otherwise sneak past him to climb down to the first level of hell (using a rope)

~~Circle 2~~
~~To get through the 2nd circle (Lust) –~~

~~Circle 3~~
~~To get through the 3rd circle (Gluttony) –~~

~~Circle 4~~
~~To get through the 4th circle (Greed) –~~

~~Circle 5~~
~~To get through the 5th circle (wrath [anger]) angry people tearing each other to shreds in the sludge of the river styx – Bribe Phlegeues to carry you across the river styx~~

Enter the city of "Dis"
Circle 6
To get through the 6th circle (Heresy) heretics burn forever in the tombs of heresy – _____ the minotaur to get to the 7th circle (outsmart him like a bull?)

Circle 7
To get through the 7th circle (Violence) violent people boiling in blood of the phlagathon – give Nassus? Narsus? Nersus? A heretic soul to take you across the river. --- is there a portion of "woods of suicide" then the "abominable sands" where people who did violence against god?

-central well of Malebolge where the 3 rivers of hell come together (Gerione carries you to the 8th circle, give her souls)

Circle 8
To get through the 8th circle (Fraud) –
    -central well of Malebolge (Gerione carries you to the 8th circle)

find a hole to the 9th circle and jump
Circle 9
To get through the 9th circle (Treachery) –
    -the center of hell

To get _____ from the devil, in the center of hell –
    "are you prepared to be judged in this place? Are you without sin? Earth is but a different form of Hell, people are its demons."
To get out of hell – "Do not despair. I am a just and fair God to my subjects, unlike the counterfeit gloating in Paradise. I will give you that which you seek, and I will let you keep your mortal soul.
All I ask is that you join my minions in voting for Donald Trump in the upcoming election.
So, what do you say? Could you live with yourself if I finally succeeded in conquering the universe? Or will you leave your precious damaged girl here with me; in the form of a thorny tree to be torn apart by the Harpies in the Wood of Suicides for all eternity? The choice is yours.

Storyline 2 (final)
Main:

```
    //The player starts out with a copy of Dante's Inferno and a map of the
9 circles of hell."

    // find a sword next to the archway

    //find gold in limbo

    //give gold to minos, he sends you to Dis

    // walk around dis, kill the minetour with your sword, a centaur will
carry you past the phlagathon. She was tired of the minetour's constant
attempts to mount her


    //eventually, in the Woods of suicides, there is a rope hanging from a
tree you find it and use to to climb down to the 8th circle

    //walk around the 8th circle until you find _____ and get down to
the pit of hell


    //hell walk around until the devil appears (have a cout saying you see
him and give directions)
```

Circle 6)
LookAround()

Demons: It's a long way down to the 7th circle, better be careful. DEMON CLASS CALLS DOWN, NOT A MENU OPTION. Menu: Look for a way down to the next circle (or check the map, or get down!)

Damned: 20% chance a fallen angel eats you
cout demon: you're not one of the heretics locked in this hall for eternity. No, you're a tasty little morsel. Come to me mortal, if I chase you I will make this more painful than it has to be.

Cout << you've been eaten by a demon. She locked you up in a coffin in the city of Dis. You will forever bear witness to the future while enduring an eternity in a burning stone coffin.

Phlegathon:
Minetaur: Ah some fun. I haven't tasted live flesh since my time in the Labyrinth. I always enjoyed toying with my meals…

cin << doesntMatter;
cin.clear.ignore.infinity.

cout << "It's a good thing you found that sword, lets put it to good use." Enter 'b' to fight the Minetour

random number between 1 and 10 10 % chqance you stab it. Loop until the right number is chosen.

"You won, you killed the minetaur!"

"Oh no, something is coming for you in the distance!" sleep(1); "Get ready for another battle!"

Nessus:

"It's a Centaur… it doesn't seem violent…"

cout << "I am Nessus. Thank you for vanquishing that dreadful beast. His incessant attempts to mount me amounted to an exhausting, unnecessary, unending, and unyielding eternal labor."
Sleep(1)
That is an interesting story " << player->getName() << " I shall help you along your path to the Dark One." Climb on top and I will help you through the Phlagathon"

Sleep(1)

Cout << "The wrathful sinners are forced to swim in the boiling river of blood. " I don't thin you would have made it past it without the help of Nessus.

Circle 7)
(a) the Woods of Suicides (count 1-4)

Demons:

Damned:

lookAround:
a)
b)

(b) the Desert of….(count 5-10) – but can't make it past the woods without finding…
Demons:

Damned:
a)
b)

lookAround:
a)
b)

Geryon (to 8th):

Circle 8)

Damned:
a)
b)

lookAround:
a)
b)

Demons:
Antaeous (to 9th): It is true I helped Dante descend to the lowest pit of Hell. He and Virgil had a divine decree. I maybe have done bad things in life, but I want to be good. I wish there was a way for me to leave this torment behind. I will help you, but only because I believe in your quest. I hope you can save that poor girl from this endless suffering. Be warned mortal, your only hope is to parley with the Fallen One. He is a trickster, always looking to further his agenda… even while shackled to the deepest, darkest, coldest pit in existence.

Climb onto my hand, and I shall lower you to the pit of Hell.

Circle 9)

Damned:
a)
b)

lookAround:
a)
b)

Demons:
Satan:
"Are you prepared to be judged in this place? Are you without sin?" Earth is but a different form of Hell, people are its demons."
"What makes your girl worthy of salvation? She's nothing but a weak, vile, slutty little whore." If you could read her, like I can, you wouldn't have bothered with this."
"For that matter, what makes you worthy of my grace and pitty? I am justice, I am fairness, I am the alpha and the Omega. ~~That old man in the heavens is nothing but a disillusioned fool. I judge him not though, dementia is bound to get anyone that old and foolish.~~ Why should I grant you the salvation you seek? Why not keep what is mine and gain another, living, soul? When you were young, did you burn ants? Did their plight matter?
Sleep(1)
"Then why should yours!"
sleep(1);
"I will enjoy having you around, my little pet. Thank you for coming."
Sleep(2);
"I will grant you what you seek if you will give me your soul. Think about it " << player->getName() << " You would get everything you wanted. It is, as you would say, a win win. I get my pet (as I am bound to regardless of the outcome of this conversation) and you get to save your precious whore and grow old with her…
sleep(1);
"Well, spend some more time with her in your world.. whatever that's worth to you."
Sleep(1)
"Is that so? I admire your courage " << player->getName() << ". Do you kiss your mother with that mouth?"
"OK, I will make a deal with you. You can get everything you want, your girl, your soul, your eternity. BUT you must vote for Donald Trump in the upcoming election. Tell your chums what you will. But your vote belongs to my little orange minion. Help my little cinnamon Hitler get elected and I will give you what you want. Once his presidency comes into fruition, it won't be long until I'm sodomizing him in the Oval office, from whence we rule the world!"

cout << "will you take the devil up on his offer? Will you vote for the evil oompa lumpa? (y/n)"
cin >> choice;
if yes:

Devil: good for you, my little pet. I wish you guys the best, long live the dictator of the US, emperor of the world, my little Donnie.
If no:
You virtuous fool. I shall make eternity a painful and meaningless torture for you!
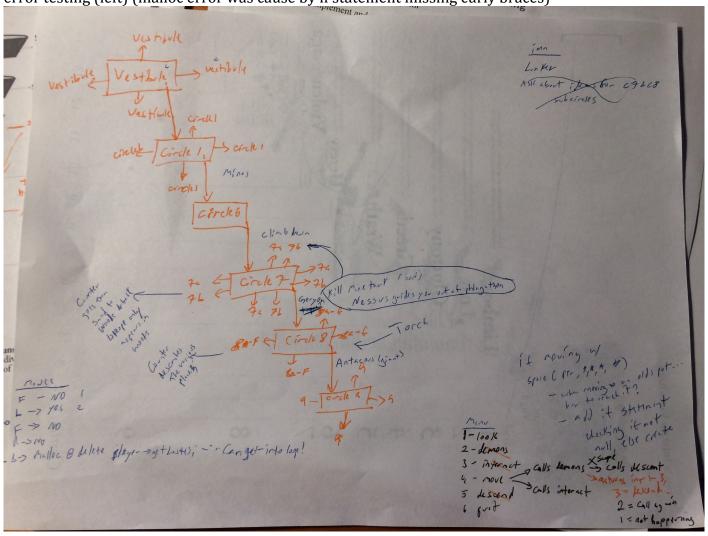Sleep(3)
Obama flies in from the gates to purgatory
Cout << player->getName() << " America, and in fact the world, would like to thank you for not tipping the tables in our time of need. Believe it or not, your vote was the deciding vote. Thanks to the disillusioned Bernie Bros and the drunken money greedy hypocrite republicans, that tyrant actually had a shot at the presidency. You've saved the world and Zeus has sent me to grant your wishes and get you two back to Earth.
Sleep(1)
Oh yeah you're confused. Well Zeus doesn't care what you call him, and of course I'm superhuman! Have you seen the crap I've had to put up with for humanity? Now get back to it, why not enjoy the real pleasures of Indonesia with that girl now. We got you an all expense paid vacation, the drinks are on us.

Plan for Linked List Hell structure, gameplay menu contemplation (bottom right) and malloc error testing (left) (malloc error was cause by if statement missing curly braces)

REFLECTIONS AND CHANGES

While writing the code for the game, I realized a few things about the logic of using a linked-list based program to run a game. First off, it wasn't as simple as I had hoped. Building queues and stacks was simple and I thought I had the tools necessary to succeed here, so I tried to create something more challenging than required in the hopes of coming up with something original and entertaining. I'm sorely disappointed by the end-result.

I managed to stay relatively true to my original design, though I had to add functions and modify the way the player moved through the spaces (mostly because nothing was hard coded in terms of locations and entering the next node down on the list meant deleting the previous nodes. So my Hell function that was initially just going to instantiate the game turned out to be the function that largely controlled the player's movement through the spaces. So, instead of having the space type preset for the player to just move through them, I made it so moving forward, back, left, and right moved the player into a new instance of the same space type. And moving down to a lower circle deallocated the players current and last pointers and simply moved the player to the Space pointed to by the space's down pointer and set both the players pointers to the same Space in the new circle. It was much easier to manage the player's journey through Hell from a class that controls the game.

Demons was initially going to be another function that endangered the life of the player, but then I realized a 5-10% chance of dying with every step was chance enough. Also, it turned out to be more useful for creating the demons that help the player along on his quest. Since demons in the original story were (surprisingly) rarely dangerous (only Minotaur) and usually helpful. The worst they were was unwilling to help. Which is weird considering they are demons. In the poem Satan doesn't even really do much but stand there in the frigid lake flapping its wings to torture itself more and chew on the Judas, Brutus, and the 3rd guy like he's just a cow chewing cud.

I also realized quickly that all of my Boolean variables have to be in the player class, since they are erased and reset if the player moves to a new spot. That was an easy fix that simply required a couple new functions and a few new member variables for Player.

The main thing I realized in the creation of the game, that just because my functions and game worked for the first 3 types of spaces, it didn't mean that subsequent classes/spaces would also work as expected. There is no precedent in coding, just horrible bugs that can sneak up at any minute and destroy a seemingly awesome and well-thought out design. It's unfortunate, but just because a linked-List seems to work at first for a few instances of the class, it doesn't mean that it will continue to work as expected.

Testing is something I do constantly and iteratively throughout the building process. Something I successfully fixed by testing was y addItem() function that didn't work at first. Little elbow grease and ingenuity got it to work as intended. This was my error message (along with a note to myself about it):

Picking up items can be done multiple times in same space, add bool. Also, I get this:
```
What would you like to do?
  1. look around
  2. demons
```

```
    3. interact
    4. move

Enter choice: 3
There's a gold coin lying on the dirt!
It looks ancient, it'll make a weird souvenir if you make it out.
You don't have any more room in your backpack.
You don't have any more room in your backpack.
You don't have any more room in your backpack.
You don't have any more room in your backpack.
You don't have any more room in your backpack.
```

For the most part my testing of the game was promising. Everything seemed to work as expected. Until I got to the 6th circle of Hell in the game. Once Minos sends the player to the City of Dis the player's currentSpace pointer seemed to go haywire. The player seems to travel to the proper circle of Hell, the lookAround() function seems to describe the right place, but every other function that gets called is still stuck in the previous circle. (Minos is the judge of the underworld that sends the damned to their proper punishments; it's ironic that he's punishing me like this).

It turns out that the reason for this error was lack of attention on my part when creating the move forward, back left, and right functions. My structure would go in a circle (pun intended). I created the move functions with a lot of copying and pasting, and I had an oversight in that the first move of any circle creates a new Space instance of the circle. Unfortunately, my code was creating a new cirecle1 for every circle after the first circle. I went over the move functions and fixed this, creating the right instance for each circle Space instance. That fixed my error. I was able to play through the game after completing that. The problem before is that the previous circle was being erased when the player descended (so the memory wouldn't be forever lost). However, as soon as the player moved, they would be in a Space of the previous circle class. This circle was not instantiated (it was just a Space pointer member variable of the class Hell). I am not sure how the game was able to work for so long after the error, but eventually the game crashed as a result.

After playing the game a few more times on valgrind I saw no seg faults. The only errors were trivial fixes (mostly missing curly braces).

The player descended as expected, called the right functions, killed the right demons, found the right objects, and answered Satan's question. I can't believe something so simple was the cause of so much time wasted. I was definitely in a state of panic and that never helps.

A screenshot of the pure virtual function call error:

```cpp
/*******************************************************************************/
void Hell::descendCircle() {
    string down = this->player->getCurrentSpace()->getDOWN()->getSpaceType();

    if (down == "Limbo") {

        //The descent to the pit of Hell is a one way path
        if (this->player->getCurrentSpace() == this->player->getLastSpace())
            delete this->player->getCurrentSpace();
        else if (this->player->getCurrentSpace() != this->player->getLastSpace()) {
            delete this->player->getLastSpace();
            delete this->player->getCurrentSpace();
        }

        //set the player's current and last space pointers to the new circle
        this->player->setFirstSpace(circle1); //sets currentSpace and lastSpace pointers to pointer passed
        this->player->getCurrentSpace()->lookAround(); //describe the place
    }
    if (down == "Heresy") {

        if (this->player->getCurrentSpace() == this->player->getLastSpace())
            delete this->player->getCurrentSpace();
        else if (this->player->getCurrentSpace() != this->player->getLastSpace()) {
            delete this->player->getLastSpace();
            delete this->player->getCurrentSpace();
        }

        this->player->setFirstSpace(circle6);|
        this->player->getCurrentSpace()->lookAround(); //describe the place    [Thread 1: signal SIGABRT]

    }

    if (down == "Violence") {

        if (this->player->getCurrentSpace() == this->player->getLastSpace())
            delete this->player->getCurrentSpace();
        else if (this->player->getCurrentSpace() != this->player->getLastSpace()) {
            delete this->player->getLastSpace();
```

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‖ **this** = (Hell *) 0x100105520

```
 2. Move
 3. Give Up

secret menu:
 4 calls demon
 5 calls interact
 6 gets you to a lower cicrle

Enter choice: 2 b
Which direction?
Direction — (f)orward, (b)ack, (l)eft, (r)ight:
Minos is just up ahead...

2Minos:
Well hello, jake, it's a pleasure to make your
acquaintance. I've been expecting your arrival.
 b
I sympathize with your plight, if you can find my lucky
coin somewhere on this mountain, I will grant you
passage. Otherwise, I will feed you to the Minotaur.

2 Minos:
Oh, you found my coin?.
 I am glad to see it again. It reminds me of when I was
the king of Crete. I am feeling charitable, I can help
you get as far as the Wall of the city of Dis, in the 6th
circle.

libc++abi.dylib: Pure virtual function called!
b(lldb)
```

Appendix: Game output of detrimental error

```
Which direction?
Direction — (f)orward, (b)ack, (l)eft, (r)ight:
That's amazing, in that hall over there are the people that made
history, for better or worse, the world wouldn't be what it is
without them... God's a pretty messed up guy...



What would you like to do?
  1. Look around
  2. Move
  3. Give Up

secret menu:
 4 calls demon
 5 calls interact
 6 gets you to a lower cicrle

Enter choice: 2 f

Which direction?
Direction — (f)orward, (b)ack, (l)eft, (r)ight:
There's a gold coin lying on the dirt!

It looks ancient, it'll make a weird souvenir if you make it out.



What would you like to do?
  1. Look around
  2. Move
  3. Give Up

secret menu:
 4 calls demon
 5 calls interact
 6 gets you to a lower cicrle

Enter choice: 2 f

Which direction?
Direction — (f)orward, (b)ack, (l)eft, (r)ight:
Minos is just up ahead...

Minos:
Well hello, jake, it's a pleasure to make your acquaintance. I've
been expecting your arrival.
I sympathize with your plight, if you can find my lucky coin
somewhere on this mountain, I will grant you passage. Otherwise,
I will feed you to the Minotaur.
```

Minos:
Oh, you found my coin?.
 I am glad to see it again. It reminds me of when I was the king
of Crete. I am feeling charitable, I can help you get as far as
the Wall of the city of Dis, in the 6th circle.

According to Dante's Inferno, the only way he got through the
gates to the City of Dis was because an angel flew down to let
him in, I guess you caught a lucky break with Minos.

This is the 6th circle, where heretics lie in burning stone
coffins. The next circle should be just outside the hall.

What would you like to do?
  1. Look around
  2. Move
  3. Give Up

secret menu:
 4 calls demon
 5 calls interact
 6 gets you to a lower cicrle

Enter choice: 2 f

Which direction?
Direction - (f)orward, (b)ack, (l)eft, (r)ight:
Minos is just up ahead...

Minos:
Well hello, jake, it's a pleasure to make your acquaintance. I've
been expecting your arrival.
2 fI sympathize with your plight, if you can find my lucky coin
somewhere on this mountain, I will grant you passage. Otherwise,
I will feed you to the Minotaur.

Minos:
Oh, you found my coin?.
 I am glad to see it again. It reminds me of when I was the king
of Crete. I am feeling charitable, I can help you get as far as
the Wall of the city of Dis, in the 6th circle.

you made it down to the 7th circle. Ahead lies the Phlagathon,
the river of fire and boiling blood. I don't know how you're
going to make it past it. The wrathful are punished with an
eternity in this river.

```
What would you like to do?
   1. Look around
   2. Move
   3. Give Up

secret menu:
 4 calls demon
 5 calls interact
 6 gets you to a lower cicrle

Enter choice: 2 f

Which direction?
Direction — (f)orward, (b)ack, (l)eft, (r)ight:
Minos is just up ahead...

Minos:
Well hello, jake, it's a pleasure to make your acquaintance. I've
been expecting your arrival.
I sympathize with your plight, if you can find my lucky coin
somewhere on this mountain, I will grant you passage. Otherwise,
I will feed you to the Minotaur.

Minos:
Oh, you found my coin?.
 I am glad to see it again. It reminds me of when I was the king
of Crete. I am feeling charitable, I can help you get as far as
the Wall of the city of Dis, in the 6th circle.

THis is the Malebolge. The Eight Circle of Hell. This is where
those that committed evil against society suffer unspeakable
horrors. Lets just try and rush through here as quickly as
possible. The giants guarding the pit of Hell lie ahead.



What would you like to do?
   1. Look around
   2. Move
   3. Give Up

secret menu:
 4 calls demon
 5 calls interact
 6 gets you to a lower cicrle

Enter choice:
Which direction?
Direction — (f)orward, (b)ack, (l)eft, (r)ight:
Minos is just up ahead...

Minos:
```

Well hello, jake, it's a pleasure to make your acquaintance. I've been expecting your arrival.
I sympathize with your plight, if you can find my lucky coin somewhere on this mountain, I will grant you passage. Otherwise, I will feed you to the Minotaur.
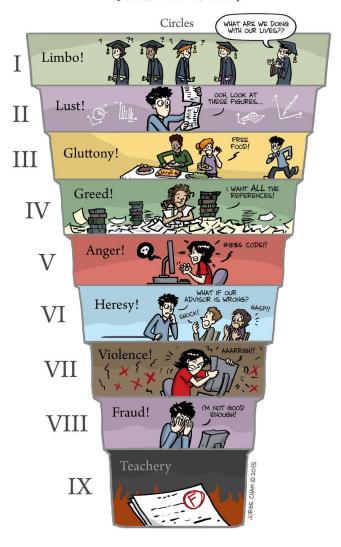
Minos:
Oh, you found my coin?.
 I am glad to see it again. It reminds me of when I was the king of Crete. I am feeling charitable, I can help you get as far as the Wall of the city of Dis, in the 6th circle.

You're in the very pit of hell. The 9th Circle. The circle of Treachery. Use your torch and find Satan. It shouldn't be that hard, just look for an enormous chained up 3-headed demon gnawing on people like it's a teething puppy.