

Documentation

Nineteen_{Characters}!

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1 Font : This game works best with the following font

Deja Vu monospace regular font

2 Running

Add any command line arguments to attempt to load a game.

3 Loading a game

After having saved a game, to load it back in, simply start the game, supplying the path to the file as a parameter.

```
--load file
```

4 Controls

4.1 While the Character Creation Screen is visible

- Hit S to create an avatar of type Smasher
- Hit W for an avatar of type Summoner(W for WIZARD)
- Hit C for an avatar of type Sneaker(C for CAT)

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4.2 While the map is visible

4.2.1 Items

- Hit p pick up
- Hit E to equip item
- Hit U to unequip
- Hit D to drop

4.2.2 View Switching

- Hit i to open the stats and inventory screen

4.2.3 Movement

```
NW   N   NE
  \   |   /
    7 8 9
W-4   6-E
    1 2 3
  /   |   \
SW   S   SE
```

4.2.4 Save Game

- Hit S
- A Save File will be created
- There is one save file, named save.dave

4.3 In the Inventory screen

4.3.1 View Switching

Hit i to return to the map