Documentation

Nineteen_{Characters}!

February 14, 2015

Contents

1 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.

```
//ADD EXAMPLE OF LAUNCHING GAME WITH LOAD FILE HERE
```

2 Controls

2.1 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)

```
   ____ _                                      _        ____ _
  / ___| |__   ___   ___  ___  ___    / \     / ___| | __ _ ___ ___
 | |   | '_ \ / _ \ / _ \/ __|/ _ \  / _ \   | |   | |/ _' / __/ __|
 | |___| | | | (_) | (_) \__ \  __/ / ___ \  | |___| | (_| \__ \__ \
  \____|_| |_|\___/ \___/|___/\___| /_/   \_\  \____|_|\__,_|___/___/
```

S to Select a Smasher:
```
        -[.]
        -|.|
        -|.|
        -|.|
        -|.|
        -|.|    ,'`.
        -|.|   ;\  /:                      W to Select a Summoner:
        -|.| /  \/  \                              _,'_
        -|.|<.<_\/_>,>                   .||,         /_ _\\
        -|.| \`.::,'/                    \.`',/       |'L'| |
        -|.|,'.'||'/.                    = ,. =       | -,| L
     ,-'|.|.`._____,'`.                  / || \    ,-'\"/,'`.
    ,' .`|.| `._____;/ \                   ||    ,'    `,,. `.
   ,'=-.`|.|\ .    \ |,':                  ,|____,' , ,;' \| |
   /_   :)|.|.`._____;:,'|.                (3|\    _/|/'   _| |
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  /.   /  ;.:--'  |   | ,'.                ||'      ==\ ,-'  ,'
 / _>-'._.'-'.    |.   |' / )._
:.'    ((.__;/    |    |._ /__ `.___
`.>._.-' |)=(     |.   ;  '--.._,`-.`.
      ',--'`-._ | _,:          `=,'`'
                                                   _      ___       _.--.
C to Select a Sneaker:    \`.|\..-----...-'`    `-._.-'_.-'`
                          /  '  `                  ,      __.--'
                          )/' _/      \  `-_,     /
                          `-,"  `"\_  ,_.-;_.-\_  ',
                             _.-'_./  {_.'   ; /
                            {_.-``-'          {_/
```

Figure 1: The Characters available for selection

2.2 While the map is visible

2.2.1 Movement

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

2.2.2 Save Game

- Hit S

- A Save File will be created

2.3 In the Inventory screen

- Hit U to toggle the use option on

- Hit D to toggle the drop option on

- Proceed to hit the number of the item you wish to apply the action to

- Finally, select a direction