

Documentation

Nineteen_{Characters}!

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1

java -jar game.jar [-d [LEVEL]][-e FILE] [-l FILE]

-d [LEVEL], -debug [LEVEL] Activates debug mode, where debug outputs are sent to the error stream. Error stream may be redirected, as per the -err-out option. LEVEL is an integer number representing the level of detail requested in the debug output. If no value is specified, the default is level 1.

-e FILE, -err-out FILE Redirects STDERR messages to the given file

-l FILE, -load FILE Immediately attempts to load the given file as a saved game. If the game cannot be loaded, a new game is started instead.

2 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
```

3 Controls

3.1 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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S to Select a Smasher:

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W to Select a Summoner:

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C to Select a Sneaker:

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```

Figure 1: The Characters available for selection

3.2 While the map is visible

3.2.1 Items

- Hit u to uses item
- Hit p pick up, then a direction key

3.2.2 View Switching

- Hit i to open the stats and inventory screen

3.2.3 Movement

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

3.2.4 Save Game

- Hit v
- A Save File will be created
- Format : yyMMdd_<number>.sav

3.3 In the Inventory screen

- Hit u to toggle the use option on
- Hit d to toggle the drop option on
- Hit e for toggle equip
- Proceed to hit the number of the item you wish to apply the action to
- Finally, select a direction
- If the action cannot be done on the item, nothing happens

3.3.1 View Switching

Hit i to return to the map