

# Documentation

Nineteen<sub>Characters</sub>!

February 16, 2015

## Contents

<b>1</b>	<b>Font : This game works best with the following font</b>	<b>1</b>
<b>2</b>	<b>Running</b>	<b>1</b>
<b>3</b>	<b>Loading a game</b>	<b>2</b>
<b>4</b>	<b>Controls</b>	<b>2</b>
4.1	While the Character Creation Screen is visible . . . . .	2
4.2	While the map is visible . . . . .	4
4.2.1	Items . . . . .	4
4.2.2	View Switching . . . . .	4
4.2.3	Movement . . . . .	4
4.2.4	Save Game . . . . .	4
4.3	In the Inventory screen . . . . .	4
4.3.1	View Switching . . . . .	4

## 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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```

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

## 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 v
- 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