

Documentation

Nineteen_{Characters}!

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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)

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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

2.2 While the map is visible

2.2.1 View Switching

Hit I to open the stats and inventory screen

2.2.2 Movement

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

2.2.3 Save Game

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

2.3 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

2.3.1 View Switching

Hit M to return to the map