

Documentation

NineteenCharacters!

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1

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

`-d`, `-debug` Activates debug mode, where debug outputs are sent to the error stream. Error stream may be redirected, as per the `-err-out` option

`-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)

3.2 While the map is visible

3.2.1 View Switching

- Hit v to open the stats and inventory screen
- Hit i to use item, then a direction to use it in said direction

3.2.2 Movement

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

3.2.3 Save Game

- Hit S
- 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 M to return to the map