

# Documentation

NineteenCharacters!

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## 1 Font : This game works best with the following font

Deja Vu monospace regular font

## 2 Running

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.

### 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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/ , ' , - - - - -
) / ' _ / \ ' _ , /
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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
- Format : yyMMdd\_<number>.sav

## 4.3 In the Inventory screen

### 4.3.1 View Switching

Hit i to return to the map