

# The Heist – User Manual

## The Story

You play as Francis Bigglesworth, art collector and world class thief extraordinaire. Your current caper involves the renowned art museum: Le Mauvais Gout. Inside this museum holds the great art piece known worldwide, the Roly Poly Formuoli. In order to pull off this heist, Francis is going to need to use all his cunning to disable the museum's defenses, overcome obstacles, and get past each guard using his wits and the help of those around him.

## How to play

The game consists of text directions to navigate and interact with the world. You are able to input **two** directions into the game. The first direction (known as the verb) can be any of these options and the applicable second direction (known as the noun) is in bold parentheses:

1. Go **(Location)**– Will move the player into the specified room, if its unlocked. Upon entering it will describe the room and the contents (*note: to replay the entrance dialogue, simply repeat the go command. Items that are removed from the location are not removed from the description, use **help** to see what is in the room*)
2. Pickup **(Item)**– Will pickup an item in the world if it is a *usable* item. Not all items are meant to be picked up.
3. Use **(Item)**– Use one of the items in Francis' inventory. Upon selecting an item it will prompt you to enter in what you want to use the item one. (*note: using an item can give the character the item **or** use it on them, depending on the context*)
4. Talk **(Character)**– Talk to the specified character.

5. Help (**no noun input**) – Gives you an option list to find out how to play or info on the current game state as follows:
- a. Character that is in the current room, if any
  - b. List of items in the current location that can be interacted with
  - c. List of current unlocked locations you can **go** to
  - d. The current inventory Francis has that you can **use**
  - e. Repeat the directions on how to play the game

### **How to win**

You must simply pickup the painting, be careful though: there are ways to game over!