

Hedonism Quest, Wilda's Ascension (HQWA).

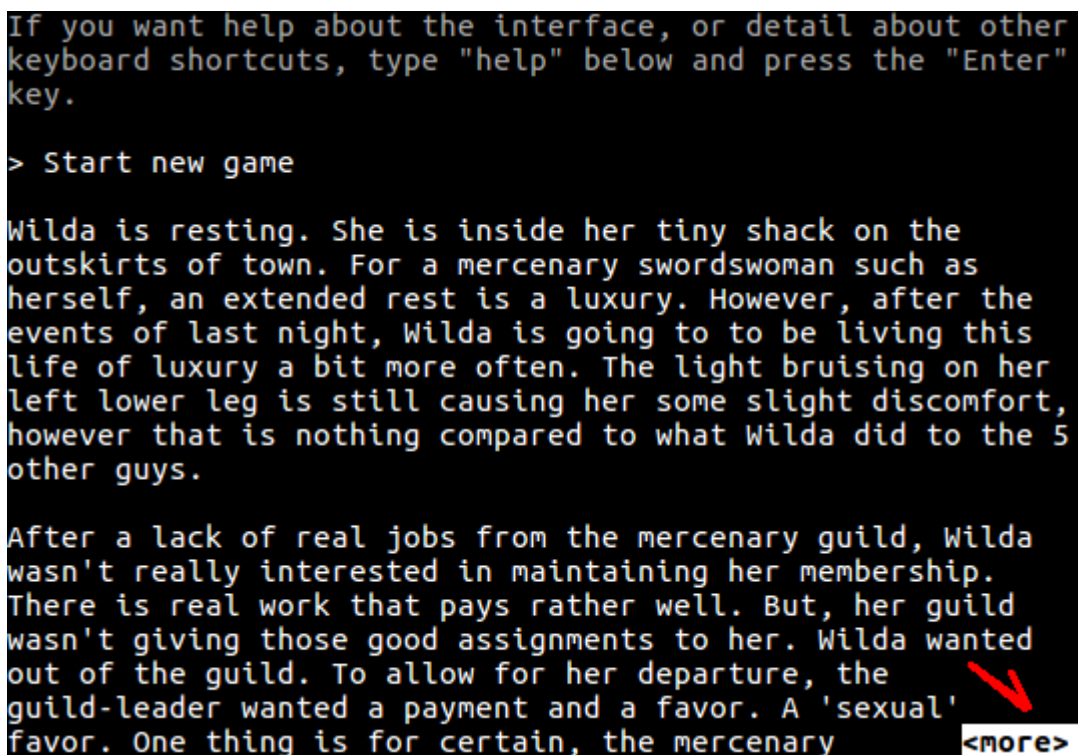
This is the "I cannot believe I am writing a help document" document.

The CURSES version of HQWA has a rather simple user interface. This interface consists of 3 modes.

## ::Text-scroll

This is where there is more text to be shown to the user than can fit in the screen window.

Note: you can resize the screen window at anytime.

A screenshot of a terminal window showing the HQWA interface. The text is displayed in a monospaced font on a black background. At the top, it says: "If you want help about the interface, or detail about other keyboard shortcuts, type 'help' below and press the 'Enter' key." Below this is a prompt "> Start new game". The main text block describes Wilda's situation: "Wilda is resting. She is inside her tiny shack on the outskirts of town. For a mercenary swordswoman such as herself, an extended rest is a luxury. However, after the events of last night, Wilda is going to to be living this life of luxury a bit more often. The light bruising on her left lower leg is still causing her some slight discomfort, however that is nothing compared to what Wilda did to the 5 other guys." This is followed by another paragraph: "After a lack of real jobs from the mercenary guild, Wilda wasn't really interested in maintaining her membership. There is real work that pays rather well. But, her guild wasn't giving those good assignments to her. Wilda wanted out of the guild. To allow for her departure, the guild-leader wanted a payment and a favor. A 'sexual' favor. One thing is for certain, the mercenary". In the bottom right corner, there is an inverted "<more>" prompt. A red arrow points to this prompt.

You can tell when you are in "text-scroll mode" by the inverted **<more>** in the bottom right corner of the window.

It should be noted that you can also "scroll up" into "dim text". The dimmed text is the previous actions/events that has happened. The game will only hold onto 64-kilobytes of previous text actions, so only the reasonably recent events/actions will be remembered.

And those events/actions are included in the save files, and restored when those files are loaded.

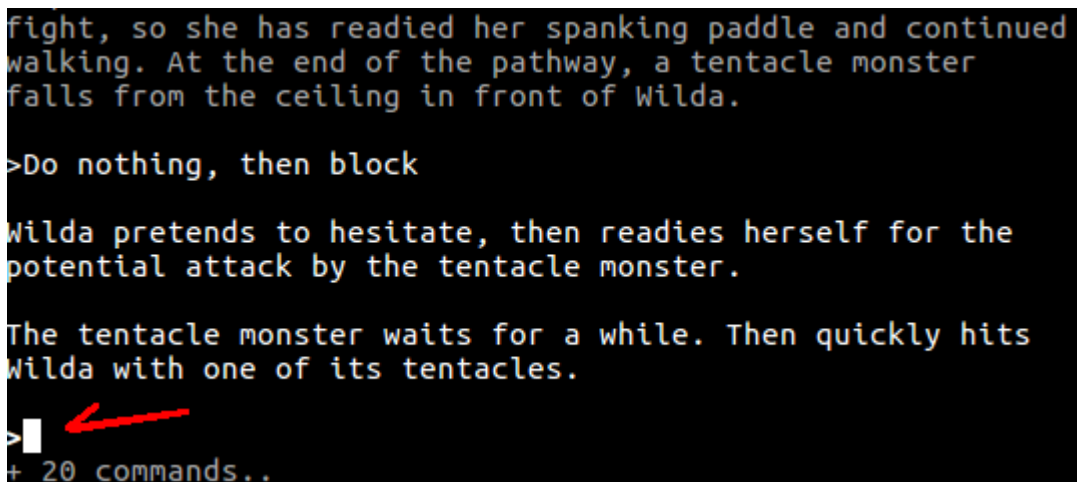
You can jump to the bottom of text using the "end" key, and to the top of the current text using the "home" key.

You can scroll the text up and down using the up and down arrow keys, as well as the page-up and page-down keys.

## ::Direct-input

This is the default command entry mode (unless you are using the -t command line switch when starting the program, in which case the default is "Arrow-selection")

You can tell when you are in "direct input mode" when the input caret (>) is bold. The other giveaway is the fact that the interface is telling you how many commands can match on this one action (in this example, there are 20).

A screenshot of a text-based game interface. The background is black with text in a light green, monospaced font. The text reads: "fight, so she has readied her spanking paddle and continued walking. At the end of the pathway, a tentacle monster falls from the ceiling in front of Wilda." followed by a prompt ">Do nothing, then block". Below this, it says "Wilda pretends to hesitate, then readies herself for the potential attack by the tentacle monster." and "The tentacle monster waits for a while. Then quickly hits Wilda with one of its tentacles." followed by another prompt ">". A red arrow points to the prompt ">". At the bottom, it says "+ 20 commands..".

```
fight, so she has readied her spanking paddle and continued
walking. At the end of the pathway, a tentacle monster
falls from the ceiling in front of Wilda.

>Do nothing, then block

Wilda pretends to hesitate, then readies herself for the
potential attack by the tentacle monster.

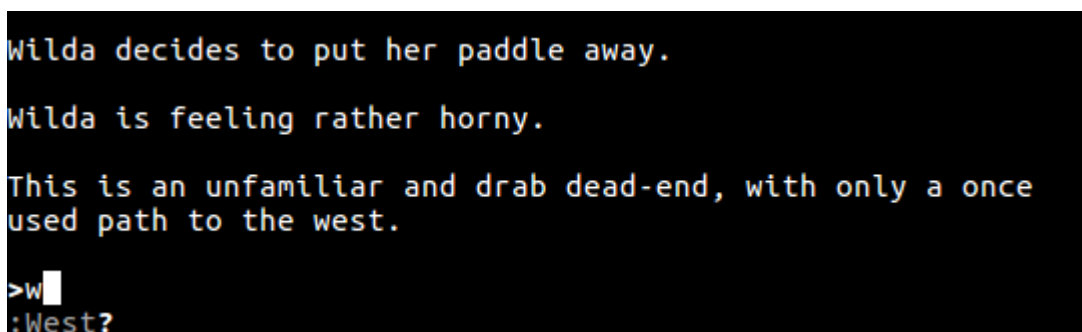
The tentacle monster waits for a while. Then quickly hits
Wilda with one of its tentacles.

>
+ 20 commands..
```

One of the features of the interface is auto-complete. The above example is a combat situation, where the PC is fighting against a monster.

You can either use tab (or down arrow) to change to arrow-selection, or if you already know a short cut character, you can type it.

An example of this is navigation, where "north", "east", "south" and "west" can be shortcut to by just typing "n", "e", "s" or "w", then letting the auto-complete figure out the rest.

A screenshot of a text-based game interface. The background is black with text in a light green, monospaced font. The text reads: "Wilda decides to put her paddle away." followed by "Wilda is feeling rather horny." and "This is an unfamiliar and drab dead-end, with only a once used path to the west." followed by a prompt ">w". Below the prompt, it says ":West?".

```
Wilda decides to put her paddle away.

Wilda is feeling rather horny.

This is an unfamiliar and drab dead-end, with only a once
used path to the west.

>w
:West?
```

The program asks below the entry prompt if "West" is the action you want to take. Then you just press "Enter", and that is the action performed.

```
This is an unfamiliar and drab dead-end, with only a once
used path to the west.

>West

Wilda traverses the western pathway.
```

If there is more than one command that starts with those characters, then the program will tell you the potential matches in the status line below.

```
For some time now, Wilda has been hearing splashing of
liquid from ahead of her. Wilda does not back down from a
fight, so she has readied her spanking paddle and continued
walking. At the end of the pathway, a tentacle monster
falls from the ceiling in front of Wilda.

>hi
+ 4 commands..
```

This is useful when used with "Arrow-selection".

The "delete" and "backspace" keys can be used to erase characters. Left and right arrows both enable you to navigate into an entered command. But it is far easier to use "Arrow-selection", if not the auto-complete function to enter commands.

## ::Arrow-selection

This used to be called "Tab-selection" because the hot-key to get into and out of this is to use the tab key. Once in "Tab-selection" mode, the up-down and left-right arrow keys are used to select between the potential commands.

If no characters were entered in "Direct-input" mode, then the entire list will be there.

If some characters were entered in "Direct-input" mode, then only the commands that start with those characters will be there. For example:

```
walking. At the end of the pathway, a tentacle monster
falls from the ceiling in front of Wilda.

>Hit with spanking paddle, repeatedly
:command 1 of 4..
```

This is the interface showing that there are 4 possible actions (via the filter), and if we were to press "Enter" now, we will perform action 1 ("Hit with spanking paddle, repeatedly").

But there are another 3, and we can scroll through the list using the arrow keys.

```
walking. At the end of the pathway, a tentacle monster  
falls from the ceiling in front of Wilda.  
  
>Hit with spanking paddle, then pull back  
:command 3 of 4..
```

Let's say (for this example) what we really wanted to do was "Hit with spanking paddle, then pull back". With this command shown, we press enter and..

```
walking. At the end of the pathway, a tentacle monster  
falls from the ceiling in front of Wilda.  
  
>Hit with spanking paddle, then pull back  
  
Wilda hits the monster with her spanking paddle, then pulls  
back, allowing the monster a better chance to escape.
```

.. that is the action.

## ::Hot-keys

During the game, there are a couple of hot-key combinations that are useful.

Ctrl-S (holding down the Ctrl key, while pressing the S key), is used to access the save screen.

You can save at anytime during the game.

To load a save file (of which there are limit of 9), you need to go back to the main menu and access the "Load previous game" menu entry.

Ctrl-U will take you to the main menu inside the game.

Note: if you have not saved the game first, you will lose it.

Ctrl-C and Ctrl-Q will allow you to quit from the game program entirely.

Note: The same as Ctrl-U, if you have not saved the game, you will lose it.