

## ***STEM Survival Rules***

Welcome to STEM Survival. The only text-based computer game where you get to traverse the floors of the STEM building and battle the Professors for academic glory. ***Quick disclaimer:*** *This game is not intended to mock the amazing professors featured! In fact, it's quite the opposite. This game is a tribute to the program, and the great professors that make it so!* With that being said, let's get to the rules and what the game is about.

***What kind of game is it?:*** The game is intended to be a linear progression turn based RPG game.

***So what do I do?:*** Well first you will select your major, difficulty setting, and choose your name. Once that is done, you will follow the story and input commands as needed.

***Input commands? How?:*** When you are prompted for input there will be “: ” at the end of the sentence. If you are just supposed to read the sentence, there will be “~” at the end of the sentence. Just press **enter** to continue.

***Wait back up, you said you select a major?:*** Yes! That's what college is all about right? Every major has the following stats

- 1) HP - Health points. When it reaches 0 you lose!
- 2) GP - Grade points. The max is 4.0. Some of your stronger attack costs GP
- 3) Cougar Dollars - Used to buy items in the store.

***So what happens in battle?:*** Getting to the good part! Battles need attacks right? Here is the basic outline for each major

- 1) Four basic attacks. Some cost GP and some do not.
- 2) A special attack. Your most powerful attack. Costs the most GP.

- 3) Go to bathroom! - You heard me correctly. It functions as your “evade” type of move. You will not take damage that turn. But be careful, it costs GP to use!
- 4) Study - Not as terrible in a video game. You sacrifice a turn to gain some GP.
- 5) Items - You can also use items during battle.

***What about the professors attacks?:*** The professors attacks are randomly generated. They only have four. They more or less follow the same damage scheme as the students. Except, every professors special needs to be charged first for one turn before being executed. Be careful! They are very powerful! Also, depending on what major you choose, you may have a particularly hard time against certain professors!

***So what happens every battle?:*** After each battle the following will happen

- 1) You will take an exam on a subject(s) related to the previous battles professor. If you do well, you will get a stat boost for the next battle!
- 2) If you can afford anything and you have room in your inventory, you will be prompted to buy something from the store.
- 3) If you have any items in your inventory, you will be asked if you would like to use any before the next battle.
- 4) After *some* fights, you will level up. Upon leveling up, you will be prompted to increase a stat.

***So what are the items like?:*** Mostly food or drink to replenish stats.

***Any secrets?:*** Feel free to play multiple times to experience all the game has to offer in regards to different majors, items, and professor attacks. As for secrets? There is ***one*** secret character! But you have a 0 percent chance of figuring out how to unlock them!

*Have a great time playing and good luck! Please report any bugs you find to me.*