The game takes up to 3 arguments and will use defaults if not specified or invalid

If cheat is one of the arguments, the game will enter cheat mode and the positions of all Tokimons and Fokimons will be revealed

As a player:

1. When the game starts, I will be asked for a starting location. If my inputs are invalid, I will be asked again.
2. The legend of the game board will be printed
3. The game board will be printed according to whether or not cheat was enabled
4. The current game stats will also be printed
5. I will be asked which direction to move or if I would like to use a spell. I should also have the option to print the legend or quit the game if I so choose
6. If I choose to use a spell the game should ask me which spell. If I still have a use of that spell the game will use the spell. If not, or if my input was invalid, the game should tell me that spell usage was cancelled, wait for me to confirm, and loop back to step 3.
7. If I choose to move, the game should only allow me to move within the confines of the board, otherwise the game should tell me my move was invalid, wait for me to confirm, and loop back to step 3
8. If I choose to print the legend it should print the legend and loop back to step 3
9. If I choose to quit, the game should end
10. After any of these options if my position changes the game should check the contents of the tile that I landed on
    a. If I land on a Tokimon I should be notified and the game should wait for me to confirm.
       i. If all Tokimons are collected I should be notified that I won, and the game should end.
    b. If I land on a Fokimon I should be notified that I lost, and the game should end
    c. If I land on an empty space nothing should happen
11. If the game has not ended after any of these, it should loop back to step 3
12. If the game ends, I should be asked whether or not I would like to play again
13. If I would like to play again, the game should loop back to step 1