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HELP GUIDE

Running the game

To run the game, you need to have Python installed. Python is a programming language, and it's what Castles and Chambers 2 is written in. Python 3 should be preinstalled on MacOS 11 or higher.

You can check if Python is installed by typing `python3 --version`. If it returns an error, install Python by going to <https://python.org/download>, and selecting the latest option.

Download the latest version of Python

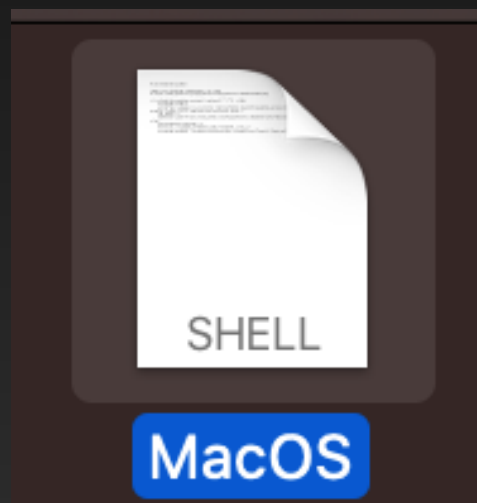
Download Python 3.9.0

The site

Running the game

After Python is properly downloaded, you need to start the program. Do this by opening Castles_and_Chambers_2, and double-clicking on the file with the name of your OS.

A terminal should open, and the game will boot up!



*The file on
MacOS 10*



The bootup screen

Creating an account

After the boot up sequence completes, a menu should open.

```
Type your username to log in, new  
[username] to create a new account and  
delete [username] to delete one.
```

```
Type 'quit' to quit
```

```
It looks like you don't have  
any accounts. Type 'new -d'  
and we'll create one for you.'
```

```
> █
```

PLAYERS

None

```
Type your username to log in, new  
[username] to create a new account and  
delete [username] to delete one.
```

```
Type 'quit' to quit
```

```
It looks like you don't have  
any accounts. Type 'new -d'  
and we'll create one for you.'
```

```
> new -d █
```

PLAYERS

None

The menu should look like this.

Type `new -d` to create an account with the name of your home directory.

Starting the game

A new window should open up, and the following text should appear:

Home

You're inside of a small apartment, cluttered with dishes and dirty clothes. The solitary window provides you with a grainy view of cars on a highway. There is a kitchen to your east and a bathroom to your north. There is a door to your south.

Type 'help' for help

This game is played completely with text and written commands, including movement. For example, to move yourself north type go north.

DATA

LOC: Home

PROFILE

HEALTH: 100

GOLD: 0

LEVEL: 1

DIRECTIONS

NORTH: Bathroom

EAST: Kitchen

SOUTH: Door

WEST: None

CryptoBabylon

The sidebar

The sidebar is always present in gameplay. It provides helpful information, like your health, gold and level. The DIRECTIONS panel gives you information about where things are relative to you. It's quite useful, so keep it in mind!

Moving around

The first thing we should do is move north. This can be done by typing `go north`, or `n` for short.

```
> go north
```

Bathroom

You are in a small bathroom. The tiled floor is worn, and chipped in places. There is a small walk-in closet to your west.

We're now in the bathroom. Great!

Let's move to the closet to your west.

Moving around

Closet

You are inside a walk-in closet. There are a number of coats and shirts here, many worn and full of holes. The bathroom is to your east.

There is a life potion here.

Ooh! Let's grab the life potion with `take life potion`. Drinking it, by typing `use life potion`, will increase your health by fifty points.

Try and backtrack to HOME, using directional commands. Then move east, to the kitchen.

Moving around

Kitchen

There's a counter here, old worn marble.
A sink is flooded with water, dishes are
piled up to a near-tipping point.
There is a ticket here.

Let's pick up the ticket, and go back west.

If we try to move south, we notice that the door is closed.
Fortunately, opening it is quite easy. Just type `open door` to open
it, and head south.

Clearing

Continue going south, until you're in the STATION. Open the door, with open door. If you type `inventory` (`inv` for short), you'll notice the ticket is gone.

Go south into the portal, and a cutscene will trigger.

You feel your arms being wrapped,
stretched, intertwined with the portal.

Breathing becomes difficult. You feel a
sharp pain in your neck.

Realities intertwine, a whole new world
becomes visible...

You appear in a clearing.
Make sure you pick up the
green shard, and explore!
There are five more realms
like this to explore, and a
final level.

The first levels will be pretty easy, but they will become progressively more difficult. Strategy will be vital, as will remembering where traps are.

Realms

Forest

This realm is quite simple, a introduction to the mechanics of this game.

Desert

Keeping track of puzzles and moving around is vital here.

Mountain

The mountain is quite cold, so every move must be thought out carefully

Ocean

Explore underwater, but be careful of drowning

Ruins

The land here is destroyed, and danger is everywhere. Be careful.

Commands

LOOK AROUND - L: Shows you your current location

LOOK AT: Look at an item

GO NORTH, ETC - N: Move in said direction

PICK UP: Take an item

DROP: Drop an item

OPEN DOOR: Opens door

USE: Use an item

INVENTORY - INV: Check inventory

QUIT: Return to main menu

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