SYUMJOBA game studios presents …

Solomon – the stolen staff

discover, fight, revenge

```
const char* GAME_LORE_PERGAMENE = "\

          The Stolen Staff

\"In the bountiful land of Caanan
once ruled a bright old man
Solomon his name, and great his fame,
no other king was ever the same.
To lead his people on the right path,
god granted him a wondrous staff.
It brought him riches untold
and dazzling mountains of gold
Until Judas, the traitor, out of spite
stole it to challenge the lord's might.\"
```

//special thanks to Leonardo Ronchi for this small poem!

Why this game?

I always loved exploration and creation games: Terraria, Minecraft, The Blockheads, Space Engineers and Dwarf Fortress have been on my gaming list for years at this point (although dwarf fortress is the latter). *The Stolen Staff* is my idea of a roguelike, it involves many ideas from these games, trying to reinvent the wheel of the roguelike genre.

This game does not have much to do with the general nieche's characteristics, as this game also has as goals a *crafting and enchanting system* alongside an (already present) mining system and a lot of diversity within the game itself, as it already offers a pretty complex system of materials, entities and enchantments.

Let's guide you thorugh the creation of a game:

From the main menu, go in "new game" and the game will ask you a name for your dear adventurer. After that, you should be able to dive into the game!

how to play:

Once you are in the game, you should be able to move around using the arrow keys.

Once you spawn you are immediately equipped with a pickaxe and an axe, they will be VERY useful, as you'll have to mine stone and chop wood to go forward in the ddungeon.

To be able to mine / chop, you have to hold the specific item your player's right hand.

To hold it first open your inventory, then press 'H' on your keyboard and you should now be seeing your dear axe in your right hand. Now if you try to walk over a woodlike wall, you should chop the wooden wall after some attempts (to increase the efficiency you have enchantments, later on this one)

"walking over" is the way to interact with many things

this is what happens when you try to walk against specific things:

- walk against entity: you attack it
- walk against wall: you mine it (depending on wht you hold in your hand)
- walk against spawner : you destroy it after three times walking on it

how to INTERACT with the map:

you can interact with some tiles of the map, as tiles are indeed STATEFUL. For now, the only tile that actually uses state is the DOOR tile
The general game principle is: you interact with the map while holding shift and pressing the arrow keys

so: to open a door

- walk next to the door, hold down shift and press the arrow key required to walk towards the door, you'll see the door opening.
- then, unpress the SHIFT key, and you should be able to walk around normally again

BEWARE: if you walk against a door with an axe or a pickaxe (depending on the material of the door) you'll mine it! (except when shifting)

HINT: you can also use your axe as a weapon (I initally coded axes as if they were battle axes)

look at the player help menu, you should see the keystrokes you're able to punch in the game to do something.

To hide that panel, just press 'H'

if you press ESC at any moment, you'll see the game mini-menu, where you can

- exit the game (without saving)
- save the game
- see stats (nly)
- resume the game

watch out for your player health P.S. you do not have a hunger or thirst system (yet) but you cannot regenerate health points, unless with a regeneration enchantment

Enchantments:

there are many enchantments, and they work as you'd expect

```
weapons can inflict enchants on entities
some entities are immune to some enchants, while most are vulnerable to anything
enchants affect damage, behaviour and other quirks
```

poison

```
slowly wears off health
```

fiery

```
burns the hell out of you (but also aouto-smelts ores if on a pickaxe)
```

teleporting

```
randomly teleports you somewhere else
```

sharpness

```
increases the damage dealt from your weapon (also works on  ranged)
```

freezing

```
freezes soemthing in place
```

regeneration

```
regens health (this is the only way to regen health)
```

efficiency

```
increases your chance to destroy a tile
```

luck

```
increases the possibility to retrieve good stuff from a wall or entity
```

protection

```
increases armor effictiveness
```

clearance

```
removes ALL enchants
```

healthBoost

```
boosts your health (increases the maximum you have)
```

vision

boosts the distance at wich you can see

Enchants are effective when on armor / equipment or anything really.

An armor can have regeneration on it and you will be affected by it, but if it has poison, it just waits for an entity to attack to inflict the enchant on the entity. (it depends wether or not it is a

eadme.md - Solomon, The Stolen Staff

NOTE: any item, entity, armor etc... has a maximum of 8 enchants for it

Enchants have an

- type
- strength
- chance (only if on a weapon)

pick up a few things and press 'E' again to see your inventory, you can select an item, and peek it when pressing ENTER. Every item has it's quirks defined in the code

and now, you're good to go

Your goal in the game is to find the "stolen staff", wich is somewhere in the map, it is in a specific room built with "delganium" a specific material reserved for the staff itself.

The moment you pick the item up you immediately won the game.

Licensing information – this is an open source project

Copyright [2022] [John Baxter] Licensed under the Apache License, Version 2.0 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at http://www.apache.org/licenses/LICENSE-2.0 Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions and limitations under the License. Syumjoba console's game engine

Apache License
Version 2.0, January 2004
http://www.apache.org/licenses/

TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION

1. Definitions.

"License" shall mean the terms and conditions for use, reproduction, and distribution as defined by Sections 1 through 9 of this document.

"Licensor" shall mean the copyright owner or entity authorized by the copyright owner that is granting the License.

"Legal Entity" shall mean the union of the acting entity and all other entities that control, are controlled by, or are under common control with that entity. For the purposes of this definition, "control" means (i) the power, direct or indirect, to cause the direction or management of such entity, whether by contract or otherwise, or (ii) ownership of fifty percent (50%) or more of the outstanding shares, or (iii) beneficial ownership of such entity.

"You" (or "Your") shall mean an individual or Legal Entity exercising permissions granted by this License.

"Source" form shall mean the preferred form for making modifications, including but not limited to software source code, documentation source, and configuration files.

"Object" form shall mean any form resulting from mechanical transformation or translation of a Source form, including but not limited to compiled object code, generated documentation, and conversions to other media types.

"Work" shall mean the work of authorship, whether in Source or Object form, made available under the License, as indicated by a copyright notice that is included in or attached to the work (an example is provided in the Appendix below).

"Derivative Works" shall mean any work, whether in Source or Object form, that is based on (or derived from) the Work and for which the editorial revisions, annotations, elaborations, or other modifications represent, as a whole, an original work of authorship. For the purposes of this License, Derivative Works shall not include works that remain separable from, or merely link (or bind by name) to the interfaces of, the Work and Derivative Works thereof.

"Contribution" shall mean any work of authorship, including the original version of the Work and any modifications or additions to that Work or Derivative Works thereof, that is intentionally submitted to Licensor for inclusion in the Work by the copyright owner or by an individual or Legal Entity authorized to submit on behalf of the copyright owner. For the purposes of this definition, "submitted" means any form of electronic, verbal, or written communication sent to the Licensor or its representatives, including but not limited to communication on electronic mailing lists, source code control systems, and issue tracking systems that are managed by, or on behalf of, the Licensor for the purpose of discussing and improving the Work, but excluding communication that is conspicuously marked or otherwise designated in writing by the copyright owner as "Not a Contribution."

"Contributor" shall mean Licensor and any individual or Legal Entity on behalf of whom a Contribution has been received by Licensor and subsequently incorporated within the Work.

2. Grant of Copyright License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable copyright license to reproduce, prepare Derivative Works of, publicly display, publicly perform, sublicense, and distribute the Work and such Derivative Works in Source or Object form.

3. Grant of Patent License. Subject to the terms and conditions of this License, each Contributor hereby grants to You a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable (except as stated in this section) patent license to make, have made, use, offer to sell, sell, import, and otherwise transfer the Work, where such license applies only to those patent claims licensable by such Contributor that are necessarily infringed by their Contribution(s) alone or by combination of their Contribution(s) with the Work to which such Contribution(s) was submitted. If You institute patent litigation against any entity (including a cross-claim or counterclaim in a lawsuit) alleging that the Work or a Contribution incorporated within the Work constitutes direct or contributory patent infringement, then any patent licenses granted to You under this License for that Work shall terminate as of the date such litigation is filed.

4. Redistribution. You may reproduce and distribute copies of the Work or Derivative Works thereof in any medium, with or without modifications, and in Source or Object form, provided that You meet the following conditions:

a. You must give any other recipients of the Work or Derivative Works a copy of this License; and

b. You must cause any modified files to carry prominent notices stating that You changed the files; and

c. You must retain, in the Source form of any Derivative Works that You distribute, all copyright, patent, trademark, and attribution notices from the Source form of the Work, excluding those notices that do not pertain to any part of the Derivative Works; and

d. If the Work includes a "**NOTICE**" text file as part of its distribution, then any Derivative Works that You distribute must include a readable copy of the attribution notices contained within such NOTICE file, excluding those notices that do not pertain to any part of the Derivative Works, in at least one of the following places: within a NOTICE text file distributed as part of the Derivative Works; within the Source form or documentation, if provided along with the Derivative Works; or, within a display generated by the Derivative Works, if and wherever such third-party notices normally appear. The contents of the NOTICE file are for informational purposes only and do not modify the License. You may add Your own attribution notices within Derivative Works that You distribute, alongside or as an addendum to the NOTICE text from the Work, provided that such additional attribution notices cannot be construed as modifying the License.

You may add Your own copyright statement to Your modifications and may provide additional or different license terms and conditions for use, reproduction, or distribution of Your modifications, or for any such Derivative Works as a whole, provided Your use, reproduction, and distribution of the Work otherwise complies with the conditions stated in this License.

5. Submission of Contributions. Unless You explicitly state otherwise, any Contribution intentionally submitted for inclusion in the Work by You to the Licensor shall be under the terms and conditions of this License, without any additional terms or conditions. Notwithstanding the above, nothing herein shall supersede or modify the terms of any separate license agreement you may have executed with Licensor regarding such Contributions.

6. Trademarks. This License does not grant permission to use the trade names, trademarks, service marks, or product names of the Licensor, except as required for reasonable and customary use in describing the origin of the Work and reproducing the content of the NOTICE file.

7. Disclaimer of Warranty. Unless required by applicable law or agreed to in writing, Licensor provides the Work (and each Contributor provides its Contributions) on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied, including, without limitation, any warranties or conditions of TITLE, NON-INFRINGEMENT, MERCHANTABILITY, or FITNESS FOR A PARTICULAR PURPOSE. You are solely responsible for determining the appropriateness of using or redistributing the Work and assume any risks associated with Your exercise of permissions under this License.

8. Limitation of Liability. In no event and under no legal theory, whether in tort (including negligence), contract, or otherwise, unless required by applicable law (such as deliberate and grossly negligent acts) or agreed to in writing, shall any Contributor be liable to You for damages, including any direct, indirect, special, incidental, or consequential damages of any character arising as a result of this License or out of the use or inability to use the Work (including but not limited to damages for loss of goodwill, work stoppage, computer failure or malfunction, or any and all other commercial damages or losses), even if such Contributor has been advised of the possibility of such damages.

9. Accepting Warranty or Additional Liability. While redistributing the Work or Derivative Works thereof, You may choose to offer, and charge a fee for, acceptance of support, warranty, indemnity, or other liability obligations and/or rights consistent with this License. However, in accepting such obligations, You may act only on Your own behalf and on Your sole responsibility, not on behalf of any other Contributor, and only if You agree to indemnify, defend, and hold each Contributor harmless for any liability incurred by, or claims asserted against, such Contributor by reason of your accepting any such warranty or additional liability.

END OF TERMS AND CONDITIONS