

Player Character

The default player character race is a shade that has starting stats (125 HP, 25 Atk, 25 Def). However, players have the option of choosing an alternate (but no less heroic) race: drow (150 HP, 25 Atk, 15 Def, all potions have their effect magnified by 1.5), vampire (50 HP, 25 Atk, 25 Def, gains 5 HP every successful attack and has no maximum HP), troll (120 HP, 25 Atk, 15 Def, regains 5 HP every turn; HP is capped at 120 HP), and goblin (110 HP, 15 Atk, 20 Def, steals 5 gold from every slain enemy). Max HP for all races is the starting HP, except for vampires that have no maximum.

In our game board, the player character is always denoted by the '@' symbol. Exit in each floor is denoted by '\'

Enemies

Enemies are the mortal foes of our illustrious player character. In CC3k, enemies, except for dragons, move one square randomly within the confines of the chamber they were spawned in. Dragons are stationary and always guard a treasure hoard.

Enemies can be one of human (140 HP, 20 Atk, 20 Def, drops 2 normal piles of gold), dwarf (100 HP, 20 Atk, 30 Def, Vampires are allergic to dwarves and lose 5 HP rather than gain), elf (140 HP, 30 Atk, 10 Def, gets two attacks against every race except drow), orcs (180 HP, 30 Atk, 25 Def, does 50% more damage to goblins), merchant (30 HP, 70 Atk, 5 Def), dragon (150 HP, 20 Atk, 20 Def, always guards a treasure hoard), and halfling (100 HP, 15 Atk, 20 Def, has a 50% chance to cause the player character to miss in combat, i.e. takes priority over player character's ability to never miss).

By default, merchants are neutral to all parties. However, merchants can be attacked and slain by the player character. Attacking or slaying a Merchant causes every Merchant from that point forward to become hostile to the player character (and will attack them if they pass within a one block radius).

Dragons always spawn in a one block radius of its dragon hoard. That is, if a dragon hoard is spawned then a dragon is spawned.

Upon their demise, any enemy that is not a dragon, human, or merchant will drop either a small pile or normal pile of gold. This gold is immediately added to the player character's total.

Enemies (except dragons, who are stationary) move randomly 1 floor tile at a time, assuming the floor tile is unoccupied. An enemy can never leave the room it was spawned in.

Enemies are denoted on the map as follows: (H)uman, d(W)arf, (E)lf, (O)rc, (M)erchant, (D)ragon, Half(L)ing.

Potions

In the game of CC3k, there is only one type of usable item: a potion. Potions are of two types: positive and negative. Potions can provide the player character with positive and negative bonuses as outlined below. Regardless of the potion itself, all potions are denoted on the map with a P. A player may not hold any potions. Accordingly, a potion cannot be used unless a player is standing within a 1 block radius of it.

The effects of a particular potion are not known until it is used for the first time, e.g. the player character will not know what a potion does until they use it for the first time in a session. However, they will only learn about the effects of that particular potion. Other potions will not have their effects revealed.

Positive Potions:

- Restore health (RH): restore up to 10 HP.
- Boost Atk (BA): increase ATK by 5
- Boost Def (BD): increase Def by 5

Negative Potions:

- Poison health (PH): lose up to 10 HP.
- Wound Atk (WA): decrease Atk by 5
- Wound Def (WD): decrease Def by 5

The effects of RH and PH are permanent while the effects of all other potions are limited to the floor they are used on. For example, using a BA potion will only boost the player character's Atk until the beginning of the next floor.

Note that the PC's Atk and Def can never drop below 0.

Treasure

Treasure in CC3k consists only of gold. Gold can be in several types of piles: small (value 1), normal (value 2), merchant hoard (value 4), and dragon hoard (value 6). Recall, a dragon must always protect a dragon hoard whenever it randomly spawns. A dragon hoard can only be picked up once the dragon guarding it has been slain. Gold, regardless of type, is denoted by 'G' on the map.

A merchant hoard is dropped upon the death of a merchant. Gold dropped by a merchant (merchant hoard, value 4) or a human (2 normal piles, value $2 \times 2 = 4$) is picked up only when the PC walks over it.

Combat

By default, all enemies except for Merchants and Dragons are hostile to the player character. If the player character enters within a 1 block radius of any hostile enemy, they will attempt to attack the player character (even before the player character has had a chance to attack). Dragons are considered hostile when the player is next to (read: in the 1 block radius of) its dragon hoard or itself, and will use their fire breath to defend its hoard (i.e. will attack the enemy). This means that a Dragon might attack even if the player is not next to the Dragon, but because it is next to a dragon hoard. If the player character is not within a 1 block radius of the enemy then it will resume random movement. Recall that Merchants can become hostile when one is attacked/slain by the player character.

Command Interpreter

Initially, the game will demand the player enter one of the specified races or quit. Entering 'q' or EOF (e.g. Ctrl-D) at the race prompt will cause the program to terminate. Supplying a valid race selection (below) will start that game using that race. Other values will be ignored.

Play will continue in the specified way until the player restarts, reaches the end of floor 5, the PC dies, or the player quits.

The following commands can be supplied to your command interpreter:

- **no,so,ea,we,ne,nw,se,sw**: moves the player character one block in the appropriate cardinal direction.

- **u** *direction*: uses the potion indicated by the *direction* (e.g. no, so, ea).
- **a** *direction*: attacks the enemy in the specified *direction*, if the monster is in the immediately specified

block (e.g. must be one block north of the @).

- **s, d, v, g, t**: specifies the race the player wishes to be when starting a game.
- **f**: stops enemies from moving until this key is pressed again.
- **r**: restarts the game. All stats, inventory, and gold are reset. A new race should be selected.
- **q**: allows the player to admit defeat and exit the game.