

Basement Dweller

A user guide

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Installation/How-to run

Basement Dweller is a text based interactive game written in Lisp. Thus, to run the game you must have some environment to execute a Lisp program.

1. Download all .lisp files into the same directory
2. Enter your Lisp execution environment
3. Load the main file with (load "zwoodard6.lisp")
4. Let yourself be taken away by the amazing Basement Dweller world.

Getting Started

The Basement Dweller world consists of two main parts: the over world and the basement. The basement is where the vast majority of game content is located. Infact, the basement is an **infinite map** of rooms connected in all four cardinal directions.

However, the over world is where you will begin your journey. To start on your quest, talk to the wizard

Progressing

Once you are assigned your task by the wizard, you will have to go to the basement to progress. The basement consists of an infinite number of interconnected rooms.

For every room, there are 4 main components:

- Traps: each room may or may not have a trap located in it. You must disarm the trap before progressing. Your chance of failing to disarm the trap is directly proportional to your difficulty setting.
- Decorations: have no functionality. Just there to make the world that much more immersive.
- Monsters/errors: similar to traps, but you must fight them. If you win the fight, they have a chance to drop the precious computer parts that you need.
- Items: consumables have a random chance of spawning on the floor of each room you enter. You can pick them up and consume them to regain health.

End Game

Once you have one part of each type(ram, gpu, cpu, hdd), your quest is almost over. Return to the living room and talk to the wizard to complete your quest.

Tips

1. You can set the difficulty by editing the file “zwoodard_load.lisp”. Look for the line (defparameter *difficulty* 40). The closer to 0, the easier. This effects your likelihood to successfully disarm traps, win fights, and get part drops.
2. Don’t want to trek all the way back to the main basement room to return to the living room? Use the “backtrack” command to instantly return.
3. Pickup every food item you come across and consume it. There is no maximum amount of health you can have.
4. Hate the game and just want to get it over with? Use the “cheat” command.

Commands

- consume <item>: eats <item> from your inventory
- talk: use in the living room to talk with the wizard
- backtrack: use to instantly return to the home square of the basement
- cheat: use to instantly proceed to the end of the game. Gives you all items and sets your location to the living-room
- health: tells you your current health points
- disarm: attempts to disarm any trap in the room
- fight: attempts to fight any error monster in the room
- help/h/? : rudimentary in game version of this guide
- look: describes the room you’re currently in
- walk <direction>: attempts to walk in the direction specified
- pickup <item>: attempts to pickup the item from the floor of the room you’re currently in
- inventory: displays a list of items you currently have