

CC3K+ Demonstration

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Floor display and Random Generation

⇒ After run “./cc3k+”, we will display the following to user. We first ask user to choose a character, in this case, we choose human. We can see that enemies and player are randomly spawned into the floor. On the floor, there are 10 potions, 10 piles of gold, 20 enemies generated. Nothing is spawned at door or in the passage. Dragon is guarding horde, and barrier suit. PC and stair are in different chamber will be shown later in this demonstration.

```
Please select your character race
h is for human(default)
d is for Dwarf
e is for Elves
o is for Orc
h
|
|-----|
| |-----| |-----| |-----|
| |-----M-----P-----| |-----@.W-----|
| |-----G-----| |-----|
| W-----W-----| |-----W-----|
| |-----P-----| |-----P...P...G-----|
| |-----| |-----|
| # |-----| |-----V...P-----|
| # |-----| |-----|
| # |-----| |-----G-----|
| # |-----| |-----B-----|
| # |-----| |-----D-----|
| # |-----| |-----|
| |-----| |-----|
| |-----N-----P-----| |-----GD-----|
| |-----GM-----| |-----G-----|
| |-----VV-----| |-----N-----|
| |-----V-----| |-----P-----|
| |-----V-----| |-----G-----|
| |-----P-----| |-----M-----P-----|
| |-----G-----P-----| |-----G-----|
| |-----| |-----|
|
|-----|
Race: Human Gold: 0 Floor: 1
HP: 140
Atk: 20
Def: 20
Action: Enemies and Player are spawed to the map.
```

```

Please select your character race
h is for human(default)
d is for Dwarf
e is for Elves
o is for Orc
l
Invalid race. Please select from h, d, e, o.
Please select your character race
h is for human(default)
d is for Dwarf
e is for Elves
o is for Orc
o

```

```

Race: Orc Gold: 0
HP: 180
Atk: 30
Def: 25
Action: Enemies and Player are spawned to the map.
Command: 

```

From this point on, we will set seed as “2081610+level” at Map::init() in map.cc. Using Linux system in student environment will generate the same floor. We do this because it is easy for this demonstration. Feel free to set seed back to time(NULL), as this will random generate floor each time.

Basic Commands

⇒ Generate a character orc

[illegible]

⇒ Move the character north 1 unit. Player moves 1 unit to the north. Enemies move 1 unit randomly. Similar commands like so, ea, we, ne, nw, se, sw will work similarly.

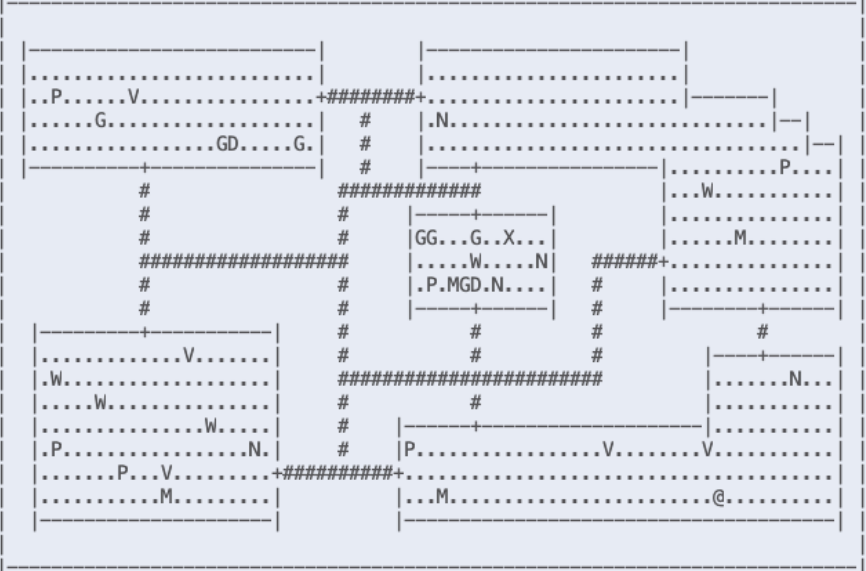
[illegible]

⇒ Attacking enemies and using potion will be tested in later sections. We now will test command r and q for restart and quit. Since we have set seed, restarting the game will give us the same floor. If we change seed back to time(NULL), program will display random floors to user.

```

Command: r
Please select your character race
h is for human(default)
d is for Dwarf
e is for Elves
o is for Orc
h

```



```

Race: Human Gold: 0
HP: 140
Atk: 20
Def: 20
Action: Enemies and Player are spawned to the map.
Floor: 1

```

“r” will let user choose a new character and generate a new floor.

```

Command: q
Defeat
==101024==
==101024== HEAP SUMMARY:
==101024==    in use at exit: 0 bytes in 0 blocks
==101024==   total heap usage: 6,386 allocs, 6,386 frees, 2,892,448 bytes allocated
==101024==
==101024== All heap blocks were freed -- no leaks are possible
==101024==
==101024== For counts of detected and suppressed errors, rerun with: -v
==101024== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)

```

“q” will quit the program. As can be seen from valgrind, no leak and no memory error.

Player & Enemy Demonstration

⇒ Basic four races vs Enemy (HP deduction demonstration)

⇒ **Human**

- We see that each time HP is deducted correctly.

```
Command: a se

+-----+-----+
|.....V.....|.....|.....|
|.P.....|.....+#####+.N.....|.....|
|.G.....|.....#|.....|.....|
|.....GD.....G.|.....#|.....M.....|.....|
|.....+.....|.....+.....|.....P.....|
|.....#.....|.....+.....|.....|
|.....#.....|.....+.....|.....|
|.....#.....|.....+.....|.....|
|#####|.....|.....|
|.....#.....|.....+.....|.....|
|.....#.....|.....+.....|.....|
|#####|.....X.WN|#####+.W.....|
|.....#.....|.....+.....|.....|
|.....#.....|.....+.....|.....|
|.....#.....|.....+.....|.....|
|.....+.....|.....+.....|.....|
|.....W.....|.....|.....|
|.....M.....|.....|.....|
|.W...V.....|.....|.....|
|.W...V.....|.....|.....|
|.P.....N.....|.....P.M.....V.....|
|.P.....N.....+#####+.@.....N.....|
|.....|.....|.....|
+-----+-----+

Race: Human Gold: 0
HP: 119
Atk: 20
Def: 20
Action: PC deals 16 damage to V (34 HP). V deals 21 damage to PC.

Floor: 1
```

```
Command: a se

+-----+-----+
|.P.....V.....|.....N.....|.....|
|.P.....V.....+#####+.N.....|.....|
|.G.....|.....#|.....|.....|
|.....GD.....G.|.....#|.....M.....P.....|
|.....+.....|.....+.....|.....|
|.....#.....|.....+.....|.....|
|.....#.....|.....+.....|.....|
|#####|.....XNN|#####+.W.....|
|.....#.....|.....+.....|.....|
|.....#.....|.....+.....|.....|
|#####|.....P.M.GD.....W|#####+.W.....|
|.....#.....|.....+.....|.....|
|.....#.....|.....+.....|.....|
|.....+.....|.....+.....|.....|
|.....M.....|.....|.....|
|.V.....W.....|.....|.....|
|.V.....V.....|.....|.....|
|.W.....|.....|.....|
|.P.....W.....|.....P.M.....V.....@.....N.....|
|.P.....N.....+#####+.V.....|
|.....|.....|.....|
+-----+-----+

Race: Human Gold: 0
HP: 98
Atk: 20
Def: 20
Action: PC deals 16 damage to V (18 HP). V deals 21 damage to PC.

Command: ■
```


⇒ **Orc**

- We see that HP is calculated correctly.

[illegible]

⇒ **Elves**

- We see that HP is calculated correctly.

[illegible]

Vampire attacks player but misses, as enemies have 50% chance to miss. So, 0 damage is dealt to player.

⇒ We now attack the Vampire. We can see that all enemies other than the vampire being attacked randomly move 1 unit. And we deal damage to vampire. However, vampire missed again.

[illegible]

⇒ We see vampire deals damage to player in combat. We now kill the vampire and collect 1 gold after its death. Vampire's HP becomes 0.

[illegible]

⇒ We now move to 1 unit within a Merchant. However, it is not hostile to us at first. No damage is dealt to player and we only see a merchant.

```

+-----+-----+-----+-----+
|               |               |               |               |
|.....P.....+#####+.....|-----|
|.G...V...      #       |.....|---|
|.GD...G...     #       |.....N.....W.....|
|               +-----+-----P.....|
|               #       #####          |.....|
|               #       #       |GG...GW...X.|
|               #       #       |..M...NN   #####|
|#####        #       |P...GD....#   |M.....|
|               #       |               #       |
|               #       #       #       #       #
|               #       #       #       #       #
|.....M...W....N...#       #       #       #       |-----|
|.V...           #       #       #       #       |.....N...|
|.P...V...       #       |P...         |.....|
|.W...P...w+#####+.M.....|
|.....@.....V.....|
+-----+-----+-----+-----+

```

Race: Human Gold: 1 Floor: 1
HP: 98
Atk: 20
Def: 20
Action: PC moves West. PC sees a Merchant.

⇒ We now attack merchant. Merchant attacks us back, but misses.

```

+-----+ +-----+
|P.....| +-----+ |.....|
|G.....| # |.....N..| |-----|
|V...GD..G.| # |.....P..| |-----|
|      | # |      | |.....|
|      | # |      | |.....|
|      | # |GG.M.G...X.| |.....W..|
|      | # |.....W.N..| +-----+
|      | # |P...GD...N..| # |.....M..|
|      | # |      | # |      |
|      | # |      | # |      |
|W.....| # |      | # |      |
|M.....N..| +-----+ |.....N..|
|P...V...| # |P@.....V..|
|W...P...W..| +-----+ |M.....|
|V.....| |      |
+-----+ +-----+

Race: Human Gold: 1                               Floor: 1
HP: 98
Atk: 20
Def: 20
Action: PC deals 20 damage to M (10 HP). M deals 0 damage to PC.

```

⇒ We now killed merchant and collect 4 gold upon its death.

```

+-----+ +-----+
|P.....| +-----+ |.....N..| |-----|
|G.....V...| # |.....P..| |-----|
|GD...G..| # |      | |.....|
|      | # |      | |.....|
|      | # |      | |.....|
|      | # |GG...G..WN..| |.....W..|
|      | # |M.....X| +-----+
|      | # |P...GD...N..| # |.....M..|
|      | # |      | # |      |
|      | # |      | # |      |
|M.....| # |      | # |      |
|W.....N..| +-----+ |.....N..|
|V.....| # |P@.....V..|
|PW...P...W..| +-----+ |V.....|
|P...V...| |      |
+-----+ +-----+

Race: Human Gold: 5                               Floor: 1
HP: 98
Atk: 20
Def: 20
Action: PC deals 20 damage to M (0 HP). PC get 4 gold.

```

⇒ We now move to a dragon. Dragon is not hostile to us. And we cannot pick up the gold as dragon is still alive.

[illegible]

⇒ We now try to attack the dragon first, then collect the dragon horde.

[illegible]

⇒ The player now has died when I am writing this demo. Now I will use another self-defined race called Saitama (one punch man), with 1000 HP and 100 Atk/Def.

⇒ Now I have put Saitama near the same dragon

```

+-----+-----+-----+
|V.....|.....|.....|
|.P.....|#####|.....|
|.G.....@.G.|#|...N.....W.....|
|.GD.....G.|#|.....|
|.....|.....|.....M...P.....|
|#|#####|.....|
|#|.....|.....|
|#|.....|.....|
|#####|GG...G.....|
|#|.....|WX...N..N...|#####|
|#|.....|P..GD..M...|#|.....|
|#|.....|.....|.....|
|.....|.....|#|.....|
|.....|.....|.....|
|.....V.....|#####|.....|
|...N.....W.....|#|.....|
|.....|.....|.....|
|.P...W.....|P...V.....V...N..|
|.P.....|#####|.....|
|.W...M...V...|.....M.....|
|.....|.....|
+-----+-----+-----+

```

Race: Saitama Gold: 0

HP: 9970

Atk: 100

Def: 100

Action: PC moves East. PC sees a Dragon.

Floor: 1

Now attacking Dragon until death

```

+-----+-----+-----+
|V.....|          |W.....|          |
|.P.....|#####|.      |          |
|.G.....@..|#   |          |          |
|.G.....G.G.#   |N.....M...|          |
|          |#   |          |P.....|
|          |#####|          |          |
|          |#   |GG..G....|          |
|          |#   |.WX..N....|          |
|          |#   |.P..GD..MN..|#####|
|          |#   |          |          |
|          |#   |          |          |
|          |#   |          |          |
|          |#####|          |
|          |#   |          |          |
|.N.....V...|          |          |
|.P.....W...|          |          |
|.P.....V...|          |          |
|.WP.....+#####+.V.....|          |
|.W..M.....|          |M.....|          |
+-----+-----+-----+

```

Race: Saitama Gold: 1
HP: 9960
Atk: 100
Def: 100
Action: PC deals 84 damage to D (0 HP). PC get 1 gold.

Floor: 1

⇒ Now run “u we” to use the potion. This is WA, so Atk – 5 is updated in the Atk row.

```
Command: u we

|-----|
|.....|
|@.....|+#####+.....|
|V.G.....| # |.....N.....W.....M.|-|
|.....G. | # |.....P.....|
|-----| # |-----|
| # |#####|
| # | # |GG...G.....|
| # | # |X.W...M....|
|#####| # |P..GD..N.N.|
| # | # |-----|
| # | # | # |
|-----| # |-----|
|W..N.....V. |#####|
|.....W.....| # |.....V.....|
|.....M.V.....| # |-----|
|.P.....W.....| # |P.V.....|
|.....P.....|+#####+.....|
|.....M.....N.....|
|-----|
|-----|

Race: Saitama Gold: 7
HP: 9934
Atk: 95
Def: 100
Action: Player used WA in the West
Command: 
```

⇒ We now move to another potion. At first this is unknown. After using it, we know it is PH.
Since we have never used a PH before, it is unknown to us in the first place. After using the potion, player’s HP - 10 is updated.

```
Command: sw

|-----|
|.....|
|V.....|+#####+.....N.....|
|.....G.....| # |.....W.....|
|.....G. | # |-----|
|-----| # |-----|
| # |#####|
| # | # |GG...G.....|
| # | # |W..X...MN.N |
|#####| # |P..GD.....|
| # | # |-----|
| # | # | # |
|-----| # |-----|
|.M.....| # |-----|
|.....W.....|#####|
|.....N.....V | # |.....N.....V. |
|.P.....V.....| # |P.V.....M.....|
|.W...P@.....|+#####+V.....|
|.....W.....|
|-----|
|-----|

Race: Saitama Gold: 7
HP: 9910
Atk: 95
Def: 100
Action: PC moves South West and sees an unknown potion.
Command: 
```


[illegible]

Attack an enemy

⇒ We have shown that we used PH and WA in floor one. Now, we try to find the other 4 potions and use them.

```

Command: u ea

+-----+-----+-----+
|.....V...X.....|.....P.....|
|.N.....@.....W. +-----+ |.....W.....|
|.....P.....| # |.....PP.....P.....|
|.....G.....| # |.....|
| # | # |
| # | # |
|#####| # |.....GGW....|
| # | # |.....G...W.....|
| # | # |.....N...GG.W |
| # | # |
| # | # |
|.....D.....| # |.....G.....|
|.....G..M.....| # |.....|
|.....T..... +-----+ |.....P...G.....P...|
|..... +-----+ |.....D...N.....W.....|
|.....V...N...T...P...M...|
+-----+-----+-----+

Race: Saitama Gold: 10
HP: 9753
Atk: 100
Def: 95
Action: Player used WD in the East

```

WD is used

```

Command: u so

+-----+-----+-----+
|.....V...X.....|.....W...P.....|
|.N.....@.....W. +-----+ |.....PP.....P.....|
|.....G.....| # |.....|
| # | # |
| # | # |
|#####| # |.....N...GG....|
| # | # |.....G...WW...W |
| # | # |.....GG...|
| # | # |
| # | # |
|.....T.....| # |.....G.....|
|.....D.....| # |.....|
|.....G.....| # |.....P...G...NT.....P...|
|.....M..... +-----+ |.....D...N.....|
|..... +-----+ |.....V...N.....WP...M...|
+-----+-----+-----+

Race: Saitama Gold: 10
HP: 9750
Atk: 100
Def: 95
Action: Player used RH in the South

```

RH is used.

Command: u se

```

+-----+-----+-----+
|.....V.....|.....P.....|.....|
|.....W.....|.....@...W.....|.....|
|.....G.....|.....P.....P.....P.....|
|N.....G.....|.....W.....|.....|
|.....|.....N.....|.....|
|.....|.....W.....|.....|
|.....|.....W...N.GG...W...|.....|
|.....|.....G.....|.....|
|.....|.....W...GG...|.....|
|.....|.....|.....|
|.....|.....|.....|
|.....D.....|.....G.....|.....|
|.....G.....|.....|.....|
|.....T.....|.....P.....G.T.....PM.....|
|.....M.....|.....DN.....|.....|
|.....|.....V...N.....W.P.....|
+-----+-----+-----+

```

Race: Saitama Gold: 11
 HP: 9732
 Atk: 100
 Def: 100
 Action: Player used BD in the Southeast

Floor: 2

BD is used.

Command: u se

```

+-----+-----+-----+
|.....N.....V...W.....|.....P.....|.....|
|.....G.....|.....P.....P.....P.....|
|.....|.....W.....|.....|
|.....|.....W.....|.....|
|.....|.....N.WwGG....|.....|
|.....|.....G.....W.....|.....|
|.....|.....GG...|.....|
|.....|.....|.....|
|.....|.....|.....|
|.....M.....|.....G.....|.....|
|.....T...D.....|.....@...|.....|
|.....G.....|.....P...V...GN.....W...M.....|
|.....|.....D.....|.....|
|.....|.....T.....N...P.....|
+-----+-----+-----+

```

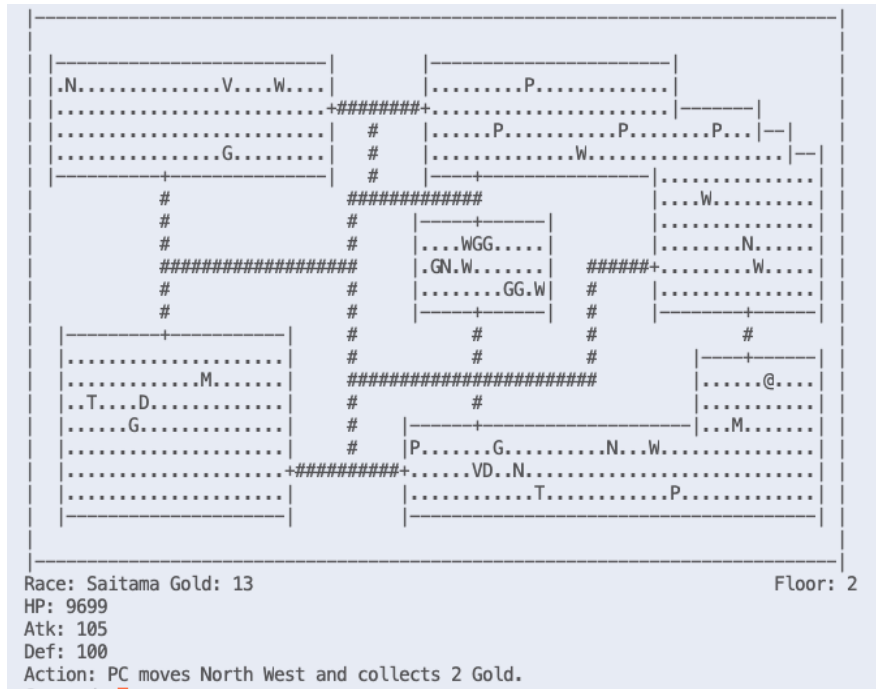
Race: Saitama Gold: 11
 HP: 9699
 Atk: 105
 Def: 100
 Action: Player used BA in the Southeast

Floor: 2

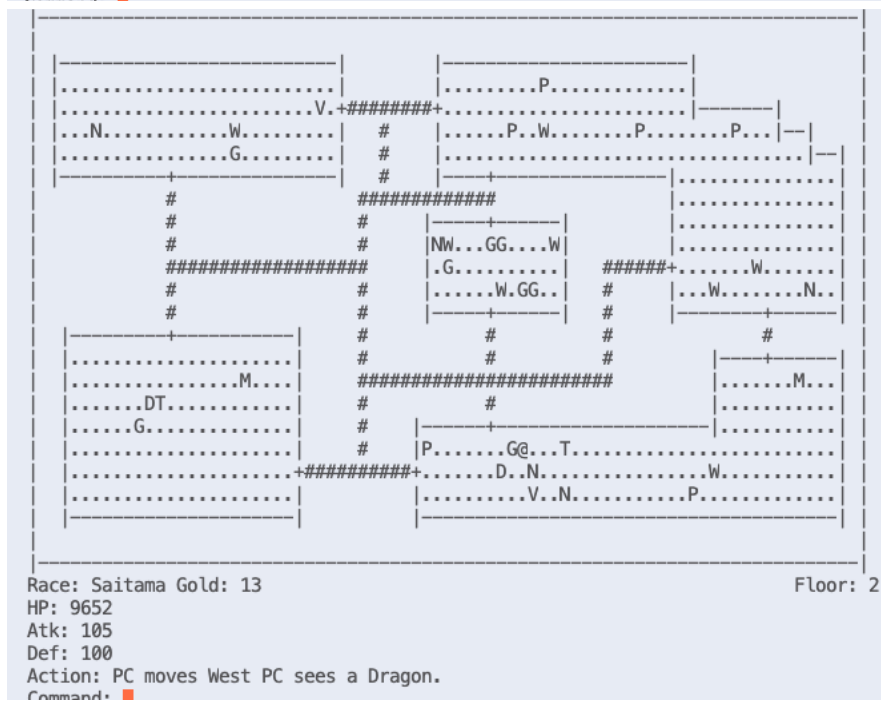
BA is used.

Player & Treasure

⇒ We now try to collect some gold.



small horde (2 gold)



Dragon horde cannot be collected with dragon alive. We try to move to west to collect, but display shows that there is a dragon.

normal (1 gold)

Merchant Horde

We find a merchant and attack. After its death, we collect 4 gold

Invalid actions

⇒ Invalid move

[illegible]

We tried to move nw but failed.

⇒ Invalid attack

[illegible]

We try to attack so, but there is no enemy in the south.

⇒ Invalid use of potion

```
Command: u we
+-----+
|.....|.....|.....|
|.....N.....V.....+#####+.....P.....W.....|
|.....G.....W.....|.....#.....P.....P.....P.....|
|.....G.....W.....|.....#.....W.....|
|.....#.....+#####+.....|
|.....#.....#.....+-----+.....|
|.....#.....#.....G.....G.....|
|.....+#####+.....G.....W.....+#####+.....W.....|
|.....#.....#.....N.....W.....W.....#.....N.....|
|.....#.....#.....+-----+.....#.....|
|.....#.....#.....#.....#.....|
|.....T.....D.....M.....+#####+.....@.....|
|.....G.....|.....#.....P.....W.....|
|.....+#####+.....N.....N.....|
|.....V.....T.....P.....|
+-----+
Race: Saitama Gold: 27
HP: 9478
Atk: 105
Def: 100
Action: It is not a potion in the direction you entered.
Floor: 2
```

Step in stair without compass(“with compass” has been shown above)

Now we will show restart the game and show that if we step on stair accidentally without having compass, we can go to the next floor directly.

```
+-----+
|.....|.....|.....|
|.....P.....V.....+#####+.....|
|.....G.....GD.....G.....|.....#.....N.....|
|.....#.....+#####+.....P.....|
|.....#.....#.....+-----+.....W.....|
|.....#.....#.....GG.....G.....X.....|
|.....+#####+.....W.....N.....+#####+.....M.....|
|.....#.....#.....P.....MGD.....N.....|
|.....#.....#.....+-----+.....#.....|
|.....#.....#.....#.....#.....|
|.....V.....|.....#.....#.....#.....|
|.....W.....W.....+#####+.....N.....|
|.....W.....|.....#.....#.....|
|.....P.....V.....N.....|.....#.....P.....V.....V.....|
|.....P.....V.....+#####+.....M.....@.....|
|.....M.....|
+-----+
Race: Saitama Gold: 0
HP: 10000
Atk: 100
Def: 100
Action: Enemies and Player are spawed to the map.
Command: █
Floor: 1
```

[illegible]

As can be seen from the above two figures, we enter the next floor without compass, because we step on the stair.

With/without barrier suit

We are not equipped with barrier suit now. So, we will find a Vampire and let it attack player.

Record the damage made to player. Then we will find barrier suit and find another vampire, so that we can compare the damage made to player.

```
Command: sw

|-----|
|.....T...T.....|
|.....G...N.....|+#####+|.....P.....|
|.....V...N...V...| # |.....P...X.....|
|.....P.....| # |.....G.....|
| # |#####|
| # | # |.....W.....|
| # | # |.....T.....|
|#####| # |.....|
| # | # |.....X.P...G...|
| # | # |.....X..PT...TT|
| # | # |.....GP.....|
| # | # |
| # | # |
|.....XB.....| # |.....P.....|
|.....@.....D.....| # |.....G...W...|
|GV.....| # |.....P.....N...G...|
|.....G.....W...| # |.....T.....|
|.....M.....| # |.....G.....|
|.....P.....|+#####+|
|.....P.....|

Race: Saitama Gold: 46
HP: 9588
Atk: 100
Def: 100
Action: PC moves South West. A Vampire deals 13 to PC.
Floor: 4
```

Without barrier suit, damage is 13.

```

|-----|
|.....N.....|
|.....G...V.T.....|+#####+|.....P.....|
|.....P.V...| # |.....P.....G.....|
| # |#####|
| # | # |.....T.W...|
| # | # |.....X.P...G...|
|#####| # |.....XP...T.T|
| # | # |.....GP...T|
| # | # |
| # | # |
|.....B.....| # |.....P.....|
|.....X.@D.....| # |.....T.G...|
|G.....| # |.....P.....N...G...|
|.....G.....| # |.....G...W...|
|.....P.....|+#####+|
|.....PM.....W|
|.....G.....|

Race: Saitama Gold: 47
HP: 9588
Atk: 100
Def: 100
Action: PC moves East. PC sees a Dragon.
Floor: 4
```

find barrier suit, and attack dragon

| | | | |
|-----------------------------|-------------------|--------------------------|-------------|
|N..... | |P..... | |
|G...V.....V.....+##### | |G..... ----- | |
|T..... | | #.....P.....T----- | |
|P...T..... | | #.....X.....G..... ----- | |
| +-----+ | | +-----+ | |
| # | ##### | | |
| # | # | | |
| # | # | | |
| ##### |X.P...GT.. | | |
| # |XP...TT..... | #####+ |W..... |
| # |GP..... | # | -----+ |
| # | +-----+ | # | +-----+ |
| +-----+ | # | # | # |
|@..... | # | # | # |
| | ##### | +-----+ | |
| G...X..... | # | # |P..... |
|G...M..... | # | +-----+ | |
| | # |G..... | |
| P.....+##### |P..... |N...G..... | |
|P...W..... |T..... |G...W..... | |

Floor: 4

Atk: 100

Action: F

311

Command: sw

| | | | | | |
|-------------------|--|--|--------------------|--|--|
| | | | | | |
| <hr/> | | | | | |
|P..... | | | | | |
| <hr/> | | | | | |
| ..N...T.T.+#####+ | | |G. | | |
| <hr/> | | | | | |
|V.# | | | .P.....X..... | | |
| <hr/> | | | | | |
|@.....P.V.# | | |G..... | | |
| <hr/> | | | | | |
| # | | |T.W. | | |
| <hr/> | | | | | |
| # | | | ##### | | |
| <hr/> | | | | | |
| # | | |P.G.... | | |
| <hr/> | | | | | |
| ##### | | | ...XP..T.T. #####+ | | |
| <hr/> | | | | | |
| # | | | X...GPT...# | | |
| <hr/> | | | | | |
| # | | | # | | |
| <hr/> | | | | | |
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|M.X..... | | |P..... | | |
| <hr/> | | | | | |
| G..... | | |W..... | | |
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|G..... | | |G..... | | |
| <hr/> | | | | | |
|W.P.+#####+ | | |T.....G..... | | |
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|P..... | | |N..... | | |
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| | | |G..... | | |
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Floor: 4

Atk: 100

Action: P

2

Another vampire attacking player, causing only 6 damage.

End of game

⇒ Died before win

```

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|.P...V.....+#####|.N.....|
|.....@.....| # |.....|
|.....GD...G..| # |.....|
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|.....W.....| # |
|.....W.....| # |
|.....V.....| # |
|.P.....| # |
|.....P.W...M...N..V+#####|.V.....|.N..|
|.....|
+-----+
Race: Human Gold: 1
HP: 0
Atk: 15
Def: 20
Action: PC moves North West and collects 1 Gold. A Vampire deals 21 to PC. You lose.
Score: 1.5
GAME END
Floor: 1

```

human

```

Command: ea
+-----+
|.....|
|.....|
|.P.....V.....+#####|.N.....|
|.....@.....| # |.....M.....|
|.....GD...G..| # |.....|
|.....| # |.....|
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|.....|
|.....W.....M| # |
|.....wV.....| # |
|.P.N.....| # |
|.V..P.....W..+#####|.V.....|.M.....|
|.....|
+-----+
Race: Elves Gold: 1
HP: 0
Atk: 30
Def: 10
Action: PC moves East. A Vampire deals 23 to PC. PC sees a Dragon. Score: 1
You lose.
GAME END
Floor: 1

```

elves

⇒ Enter the fifth floor and win

```

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|
|-----+-----+-----+-----+
|.....G.....|.....G.....|
|.....P.....|.....T.....|
|.....\.....+#####+.....|
|.....@.....P.....WX..W..|..#|
|.....DB.....|..#|.....P.....|
|.....+-----+-----+-----+
|..#|#####|.....V.....|
|..#|.....|.....|
|..#|.....|.....|
|#####|GD...NP..T..|#####+.....M.....|
|..#|G.....|..#|.....|
|.....+-----+-----+-----+
|.....+-----+-----+-----+
|.....P.....|.....#.....|.....#.....|
|.....W.....|#####|.....G.....|
|.....P.....|.....#.....|
|.....W.....|G...M.....|
|.....P.....+#####+.....P..P..G..|
|.....N.....|.....T.....P..D..|
|
+-----+

```

Race: Saitama Gold: 7

HP: 9958

Atk: 100

Def: 100

Action: PC moves North.

Command: no

Score: 7

Congratulations!

GAME END

Floor: 5

⇒ Quit in the middle of the game

```

+-----+-----+
|@.V.P| |V| |
|...V.G. ++++++| |
|.W.W.V.| # | |
|.P.V.| # | |
| | # | |
| | ##### |T.P.|
| | # |GG.P.N.D.| |
| | # |...N.XPN| #####|P.|
| | # |M.| # |
| | # | | |
| | # | | |
| | # | | |
|G.| | |G.|
|N...N.V.| # |P.|
|...W| | |
|P.| # | |
|N.X. ++++++|G.D.|
| | |N.P.B.|
+-----+-----+

```

Race: Human Gold: 2

HP: 140

Atk: 20

Def: 20

Action: PC moves North and collects 2 Gold.

Command: q

Defeat

Floor: 5