EverDark

- A Vile Affliction -

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Setting up and Config

When first downloading EverDark, it should come in an 'EverDark' folder, and within this folder should be the everdark.jar file, the config.txt, as well as 'saves' and 'global' sub folders.

The 'saves' directory may contain a 'new game.ed' file, or it may not. This file is created upon running the game, so do not worry if it is missing.

The 'global' directory should contain a 'music' subdirectory which will contain all of the music files. If they are not present the game will still run, albeit without any sound.
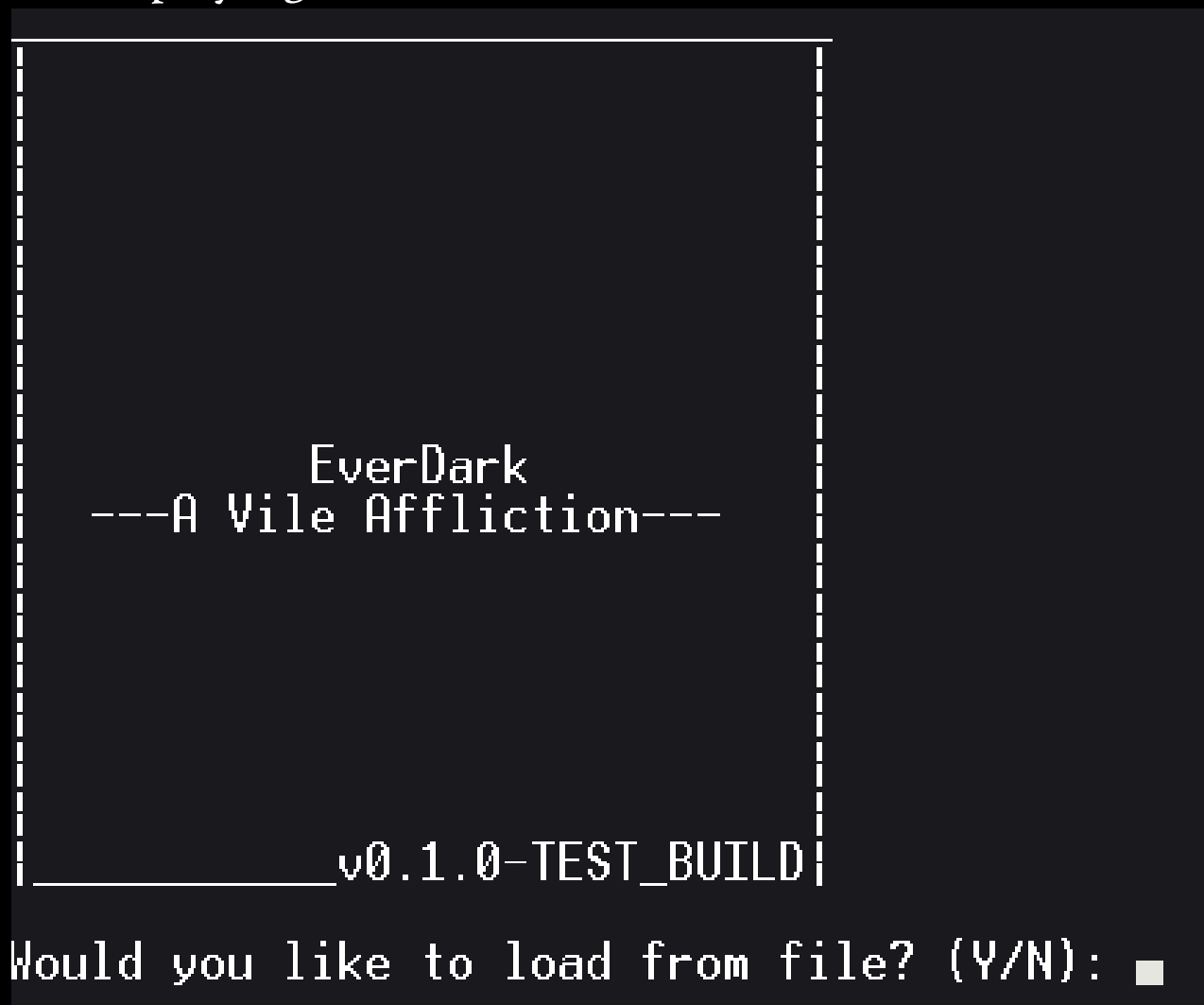
Please ensure your 'EverDark' installation looks as such for the game to run correctly. If you wish to change the location of any of these files you can edit their path in 'config.txt', but this is left to the user and may cause instability if done incorrectly.

The config file also contains fields for the number of rows and columns of the screen (this can be calculated using your font size and resolution), and whether you would like to run the game with colour or not.

The colour methods used are unsupported by the Microsoft Windows Terminal, however they should work on Linux/Unix systems. If you run the game in colour mode and it looks wrong, it is most likely not supported by your terminal.

Starting out and Character creation

To start the game, change the directory of your terminal to the EverDark directory and run the jar file using the 'java -jar' command. Upon doing so, you should be met with a main menu shown below and you will hear the music playing.

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Would you like to load from file? (Y/N): ▪

If the main menu appears garbled, check the rows and column fields in your config. If the music does not play,

check your config and ensure the 'main.wav' file is present (with that name) in your music path (wherever that is set in config.txt).

Now that the game is started, you are tasked with choosing whether to load from a file or not. If you already have a file you'd like to load, you can skip this section as it will cover character creation; however, it is more likely you do not have a file to load from, as this is your first time playing. The only file that would be present within the 'saves' folder is the 'new game.ed' save, which will just bring you back to the main menu if you load it.

Beginning character creation, you are prompted if you would like to hear more about the stats. This is recommended, as the explanation is omitted from the manual to save space. Afterwards, you will be asked to assign points from a total to each stat. This value can be any positive integer, so long as you have enough points for it, even zero! However, choosing zero is not recommended, as it may completely lock you out of certain activities!

Now that you are done character creation you will be spawned into the world of EverDark and greeted with a description of your surroundings. To progress further, please turn the page to view the list of commands (or check the table of contents) and find out what you're capable of doing.

List of Commands

Below is a list of the recognized commands within EverDark, along with a brief description of what they do. In-depth explanations follow on the subsequent pages.

Look – prints a description of the current map.

Move – moves the player character 1 space in the specified direction.

Save – saves the current game to a savefile within the specified saves directory

Speak – begins a conversation with a character in the specified direction

Stats – prints a character sheet for the player character.

Survey – displays a topographical map of the area

Exit – quits the game

Look

The 'Look' command prints a description of the current map. A higher perception stat will increase the detail of the description, but the first sentence is always free.

Move

The 'Move' command will move the player character 1 tile in the direction chosen. To choose a direction, follow the command with a cardinal direction, such as 'move North'. The direction is case insensitive, and only looks at the first character, so even 'move n' or 'move S' will work.

Multiple directions can also be chained together to execute the command several times. Each direction must be separated by a space, but the same direction can be included several times to move many paces in a direction. The only thing that will halt the execution of the chain early is moving to a new map. Even walking the same direction into a wall many times is allowed.

While moving, there are a few things that can block your path. The two main types of obstacles are *obstructing map objects*, and *changes in elevation*.

Certain map objects, such as 'walls' (#) and 'trees' (T), are obstructing, which means they will block your character's movement. This is indicated by a message 'Something blocks your path.'

Other times, the change in elevation in the map is too great for your character to climb it. The maximum change in

elevation you can climb is decided by your stats, so you may be able to go there eventually. To aid you in traversing changes in elevation, see the 'Survey' command.

Save

The 'Save' command is used to save the game. Upon issuing the 'save' command, you will receive the message 'Successfully saved.', or 'There was an issue saving the game.'. These messages are fairly self-explanatory.

Upon successfully saving, a new savefile will be found in your saves directory. The name of this file will be the name of your character followed by the date and time when the save was created. Saves will not be overwritten due to this naming convention, so you may want to clear your folder out occasionally.

If you are unable to save, your current progress (since the last save) will be lost. It is recommended to stop playing here and investigate the issue, as it will not fix itself, so if you keep playing that is just more lost progress. If you encounter this issue, try checking your config.txt and ensure the save path is set correctly. If that does not fix it, it may be a bug in the game code, and it is recommended you report it so it can be fixed.

Speak

The 'Speak' command is used to begin a conversation with a nearby character. This even applies to animals, like frogs! Although, they may not have much to say...

To use 'speak', move (see pg.7) until you are standing next to who/what-ever you'd like to speak with. You must be exactly adjacent with no tiles in between, and you cannot be diagonal to them. The speak command only takes a single direction and cannot be chained, unlike the move command.

After using 'speak', your conversation partner's words will be printed on the screen. If there are no replies listed for you then that is all they have to say, and you are back in 'command mode' to issue commands such as 'move' and 'speak' once again. If there is a numbered list of replies, however, you are in 'dialogue mode' and you must choose a reply to continue the conversation. Once in dialogue mode, you must keep choosing replies until the conversation is over (to do otherwise would just be rude to your conversation partner).

Similarly to 'command mode' commands, the selected response can also have appended arguments. In 'dialogue mode', these are called 'Tone Arguments', and are described on pg. 13.

Stats

The 'Stats' command is used to print a small character sheet. This character sheet will contain all of your character's stats, along with their name and the letter used to represent them. Derived stats, such as your character's climbing ability, will not be shown.

Survey

The 'Survey' command is used to survey the current map for its changes in elevation. Upon issuing 'survey', the map will be reprinted; however, instead of showing the map features and entities, it will instead only show integers, which represent the elevation. These integers are the absolute value of the elevation, but if you are playing with ANSI colour enabled, negative numbers will be displayed using a different colour. The player character will also be shown in a different colour.

If you see a red exclamation mark anywhere, that represents an extreme elevation, such as a very deep hole or an insurmountable wall. No matter how good you are at climbing, you won't be able to traverse there.

Exit

Lastly, the 'Exit' command is used to close the game. Upon issuing 'exit', the game will simply say 'Bye!' and terminate. If you haven't saved, then sorry, tough luck. So, please ensure to always save before you quit (and frequently as well).

There should never be any issues with the exit command. If there are, then that's probably pretty bad.

Tone Arguments

Tone Arguments are additional, single-letter arguments used to indicate the 'tone' of, or intention behind, a dialogue selection.

Dialogue selections are left intentionally vague, as these are not the exact words of your character, but just the meaning of what they say. Tone Arguments can help you specify to the game exactly how it is said, or what it means.

The most importantly Tone Arguments is 'L', for 'Lying' (Tone Arguments are case insensitive and only look at the first character, similarly to normal commands, so the full word 'Lying' can be written, if desired)

Most frequently if an option is selected with the 'lying' argument, then that dialogue selection will be used in

dialogue with that character, affecting their opinion of the player and the dialogue tree, but will not affect the world or include the consequences of that dialogue option.

For example, if you go to Town A and someone asks you where you are from, answering that honestly, within EverDark, is declaring a fact about your character to the game, and as such there will be consequences. If you select the 'Town B' option with no arguments, then your character is from Town B. Everyone will know it. The people from Town B will be friendly with you.

However, if you select the Town B option and you append a 'L' afterwards, then the person you told that to will believe you, and their opinion of you may change depending on how they feel about Town B, but your character is not from Town B. It is not a fact about your character that they really are from Town B, it is simply something they told someone. As such, people from Town B will not know you, and people from Town C, who hate Town, will retain a neutral opinion of you.