

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. In addition to this, the 'global' directory will also contain Everdark.game, the font file, as well as two icon files. These files are necessary for the game to launch, and it will crash if they are missing. If you are missing any of these files, return to the website and download Everdark.zip once again.

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 height and width of the screen. In GUI mode, these represent the dimension in pixels, but in Legacy terminal mode, these represent the rows and columns of the text display.

The final field in config.txt is for colour. In the GUI, colour should work on all systems, but in Legacy mode, terminal is not supported by the Windows terminal. If you run the game in legacy mode with colour and the display appears garbled, your system most likely does not support it.

Starting Out and Character Creation

When starting the game, you have a few choices. If you'd simply like to run the game in the standard GUI mode, double-click the 'everdark.jar' file, and the game should run shortly. If the game window doesn't appear, it most likely crashed during startup. If you face this issue, try running again in legacy mode to view the error message.

If you'd like to run the game in legacy mode, open a terminal window and navigate to your Everdark directory. Run the 'everdark.jar' file using 'java -jar'. If you run it with no arguments, it will function the same as if you double-clicked the jar file. If you'd like to run in legacy mode (printed directly to the terminal window, rather than displaying in the GUI), the first argument should be 'tui'. If the argument is anything else, it will run in GUI mode.

The next two arguments are used to specify files other than config.txt and Everdark.game, in that order. Specifying a different config can be useful, especially when running the game in the terminal as opposed to the GUI, so to use this, simply create a new config file (with the same formatting as the original) and then specify it when you would like to use it instead.

Loading from anything other than Everdark.game is not recommended but is left for those adventurous. This can be used to load an older version of the game sometimes (if you have that version's Everdark.game file), but it may

not be able to be loaded if there have been engine changes since that version.

Now that the game is running, you should hear the main menu music. 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!

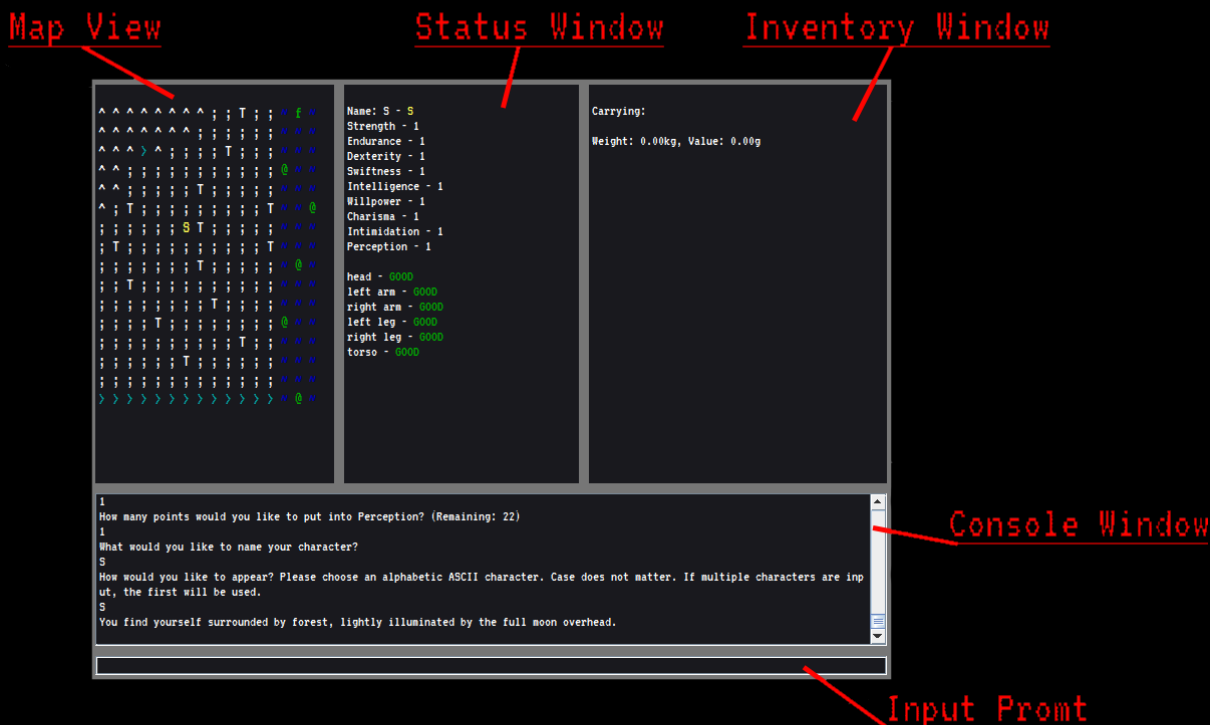
Now that you are done character creation you will be spawned into the world of EverDark and greeted with a description of your surroundings. To progress further,

please turn the page to learn about the interface and what you can do.

The Interface

If you are running the game in the legacy terminal mode, this section is largely irrelevant to you. Your display is simply a terminal prompt, with information being relayed to you after a command is issued. Please continue to the next section, 'List of Commands', if this is the case.

The EverDark interface is split into five sections: the Map View, the Status Window, the Inventory Window, the Console Log, and the Input Prompt. These are labeled in the diagram below.



The names of these sections are largely self-explanatory, but if it is unclear:

- the Map View displays the current area (the same display that is printed to the console by the 'move' command in legacy mode)
- the Status Window shows your name, stats, and the status of your limbs (the same display that is printed when using the 'stats' command in legacy mode)
- the Inventory Window shows your current inventory, with the total weight and value at the bottom (the same display that is printed when using the 'stuff' command in legacy mode)
- the Console Log shows a log of the commands you have issued as well as their feedback for the current play session. (This does not have a clear counterpart in legacy mode as it is all simply printed to the console together)
- the Input Prompt is the field where your commands are input and are issued with the 'enter' key.

To learn more about what commands you can issue and what they do, continue to the next section, 'List of Commands'.

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 (legacy only) – prints a character sheet for the player character.

Stuff (legacy only) – prints a list of the current inventory contents.

Drop – drops an item from the inventory given the index of the item.

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. The only recognized argument, at least for now, is l, for 'lying'. See section 'Lying' for information about this mechanic.

Stats (legacy only)

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.

At the bottom of the sheet is a list of your limbs and their statuses. 'GOOD' means a limb is in perfect condition. 'FINE' means it may have sustained a little damage at some point. 'INJURED' means the limb is noticeably injured and may be somewhat impaired. 'BROKEN' means the limb is severely damaged and will not be able to be used. 'MISSING' means the limb is completely gone.

Stuff (legacy only)

The 'Stuff' command is used to print a list of the player's current inventory. Each item in the list is prepended by an index, where it is in the inventory, and appended by its weight and value, following its name. The item will also be followed by '(locked)' if it is a locked item, meaning it cannot be discarded.

The indexes may have gaps in the list (i.e., 1,2,3,5). This is normal, and an attempt to perform an action with an index that is not displayed in the list will not work.

The index to the left of an item is the same index used in the 'drop' command

Drop

The 'Drop' command is used to drop an item out of your inventory, so long as it is not 'locked'. To use the drop command, follow it with a numerical index which matches the item. This should be the same index as shown in the Inventory Window or using the 'Stuff' command (legacy). If the index is invalid, the command will fail with an error message.

Survey

The 'Survey' command is used to survey the current map for its topography. Upon issuing the 'Survey' command, the Map View will change to a topographic view where each tile is a number, 0-9, which represents the elevation.

If the number appears gray, that means the elevation should be interpreted negatively. (a gray 9 means -9).

If a number appears yellow, that is the current location of the player.

If, instead of a number, a red exclamation mark is shown, that means the elevation is too great, i.e., a bottomless pit or an unsurmountable mountain.

Survey (legacy)

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.

Lying

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 only tone argument 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.

When in dialogue there are additional messages displayed to help with this concept. If the message '(What you said as set a fact about your life into stone)' is shown, that means that you were telling the truth, and that has now become reality in EverDark. You *are* from Town B.

If the message '(What you said has changed their thoughts about you, and the thoughts of those they know)' appears, that means that character's opinion has changed because of that dialogue choice. That character *hates* people from Town B, and they hate you because of it. In addition to that, everyone with a relationship to that character (perhaps just the other people from Town A) will also have changed their opinions about you.

Going to someone in Town A and saying you are from Town B will show both messages, but if you lie about being from Town B, only the second will be shown. A lie will not

set a fact into stone, but it will still change people's opinions.