

Penguin Tower

- is a multiplayer 2 dimensional game
 - inspired by [Morloc Tower](http://www.mobygames.com/game/dunjonquest-morlocs-tower) `<http://www.mobygames.com/game/dunjonquest-morlocs-tower>` although Penguin Tower is very different
- however the screen layout and many of the key commands are the same

Penguin Tower

- you can download a copy of the game from [here](http://floppsie.comp.glam.ac.uk/download/penguin-tower/penguin-tower-2.0.tar.gz) `<http://floppsie.comp.glam.ac.uk/download/penguin-tower/penguin-tower-2.0.tar.gz>`.

- you then need to extract the archive using the following command line:

- ```
$ mkdir $HOME/Sandpit
$ cd $HOME/Sandpit
$ wget http://floppsie.comp.glam.ac.uk/download/penguin-tower/penguin-tower-2.0.tar.gz
$ tar zxvf penguin-tower-2.0.tar.gz
```

## Creating important directories

- these directories need to be created before penguin tower can be built

- ```
$ mkdir -p $HOME/Sandpit
$ cd $HOME/Sandpit
$ mkdir -p $HOME/opt/bin
$ mkdir build-ptower
```

Building Penguin Tower

- you should be able to build it by typing:

```
$ cd $HOME/Sandpit  
$ cd build-ptower  
$ ../penguin-tower-2.0/configure --prefix=$HOME/opt  
$ make  
$ cd ..
```

- you need to check that the make program above exited with no error messages
- note the build will recreate all images in the build directory.

Installing your own copy of Penguin Tower

- you can install your own copy of Penguin Tower into your directory (\$HOME/opt) specified by the `--prefix` to the `./configure` command

- ```
$ cd $HOME/Sandpit
$ cd build-ptower
$ make install
$ cd ..
```

## Penguin Tower keyboard controls

- [keyboard controls](#) `<ptower.html>`.

## Configure notes

- you only need to execute `../penguin-tower-2.0/configure --prefix=$HOME/opt` once ever in this directory (unless you modify the package)
- check out the documentation [here](#) (`ptower.html`).

## Configure notes

- you can also run the system installed version by typing:

- ```
$ penguin-tower mcgreg.comp.glam.ac.uk:7000
```


Running your own Penguin Tower server

- can be done by opening a terminal and typing the following:
- ```
$ cd
$./opt/bin/ptower-server ./opt/share/ptower/maps/star
```
- to stop the server, type `^C` (press down the control key and then press the `c` key, now release both keys)
- there are a number of maps in the `$HOME/opt/share/penguin-tower/maps` directory
  - `m1`, `star` and `glover`
  - `star` is the smallest (5 rooms)

## Tutorial work

- examine the map file format in the maps directory
  - try making a simple change and running Penguin Tower again
  
- here is the documentation to [Penguin Tower](http://floppsie.comp.glam.ac.uk/Southwales/gaius/games/ptower.html) `<http://floppsie.comp.glam.ac.uk/Southwales/gaius/games/ptower.html>`