

cck3 Demo

Character Selection

Hello, and welcome to the fantastic xX_cc3k_Xx! We see you have decided to take on a more tasteful approach to world domination compared to your barbaric brethren, opting for this experience. The League of Monsters and Associates Organization (LMAO) bid you the warmest of welcomes*.

*the LMAO does not take any responsibility for any injury sustained during this tour.

Please initiate the tour with ./cc3k demomap.txt. You may also want to play the accompanied music.wav for the fullest experience.

Character Selection

Staring up, you have the choice of selecting your race. No judgement or racism here - but the LMAO does recommend the Shade for your first rodeo. If you would like to kin other races, the LMAO reserves no judgement and highly encourages multiple tours to experience every race. Note that if you are a troll, you will notice that you gain 5 health on every command.

You may type the q command if you would like to cancel your tour, but note that LMAO does not issue refunds. Type the letter of your race to continue to our first exhibit - potions.

Floor 1 - Potions Exhibit

Here, you will see the phenomenon that are potions. Ready to gamble your stats away? Since the LMAO is so generous, we will provide a guided tour while you peruse the potions. You should be honoured - thanks to the sponsorship of the Resurgence of Evil Enterprise (REE), the LMAO can provide these items with no extra cost to you. If you are a drow, you will notice that you are especially susceptible to potions and that potions have a magnified effect on you.

A shortcut to the stairs is provided for your convenience.

Continuing to the next room, you will see 3 potions. Please stand next to the first potion and type "u" with the direction the potion is in. Seen the effects? You will notice that your health has gone up. The next 2 potions will increase your attack and defense stats respectively. Fascinating. You may also notice that you cannot stand on the potions - these are fragile goods! Please respect our merchandise.

Continuing to the next room, you will see another 3 potions. These are detrimental to your status - use them at your risk. If you use the first one, you will notice your health has decreased. Similarly, the next 2 potions will decrease your attack and defense respectively.

We hope you have enjoyed the potions exhibit - please proceed to the next room and climb the stairs to continue the tour.

Floor 2 - Gold Exhibit

Here, you will see the riches that can be found in this world on showcase. In the next room on your right (that's down for the uncultured) the first gold you see there is the small hoard. If you pick it up by walking over it, you will see that you have obtained one gold. You're welcome. Continuing downward, you will encounter a normal gold pile. Go see how much gold is in this pile!

If you proceed upwards to the other side of the room, the first gold you will encounter is the merchant hoard. The gold at the very end of the room is the dragon hoard. Pick them up and see how much they are!

The LMAO's generosity will not go unpaid - let it be known that it will be paid with your blood! Proceeding to the next room and to the stairs, you will encounter the enemies exhibit next.

If you would like, you may test the r command here for minimum time wasted. You may also test q command here for the same reason.

Floor 3 - Enemies Exhibit

Before continuing with the exhibit, LMAO highly recommends issuing the f command for your own personal safety. However, note that these are feral heroes and will attack you on contact. Even if they miss half the time, they can still cause serious harm. You are also free to try and kill these heroes. If you are a vampire, you will notice that you will gain 5 health when you harm a hero but lose 5 health if you harm a dwarf. Also, note that you will gain an additional 5 gold as a goblin when you kill a hero. Proceed to the next room at your own risk.

A shortcut to the stairs is provided for your convenience.

LMAO does not take responsibility for injury on this tour, but for this chamber we highly encourage you to die. To successfully achieve world domination, we must know the strength of our enemies. LMAO also does not take responsibility for time wasted on death.

To your right (downward for the uncultured) you will see a human. These humans are quite rich - they will drop gold when they die. Should you be able to kill it and pick up its gold, you will gain 4 gold. Happy hunting!

Going forward to your left (upwards for the uncultured) is an orc. Beware these deadly creatures - LMAO does not recommend approaching them for your safety. You may approach to see how much damage they do, but again, LMAO does not take responsibility for any injury. An additional warning goes to goblins as orcs will do additional damage to these gremlins.

To your right (left for the uncultured top-down viewer), you will see a dwarf. While boring, dwarves do pack a punch so beware all the same.

Continuing onwards, to your left (in this case right for the uncultured top-down viewer) is a merchant. The merchant acquired by the LMAO is quite rich - it will drop its gold on the floor when it dies, should you be able to kill it. You may keep any gold that you find on this tryst.

On the right ahead of you (left to the uncultured top-down viewer) is an elf. Beware of these, as if you are anything but a drow these fast creatures may attack you twice.

You will see a dragon ahead of you. The LMAO does not have the personnel to acquire a dragon and its hoard, so we took the runt of the pack. Feel free to approach it as it is very docile. At the present, LMAO's dragons are thus very sick and poor and do not guard a hoard. Please take pity on this dragon.

The last creature on this floor is a halfling. These can take a while to kill as you will sometimes miss when attacking. Good luck picking a fight!

Proceed to the next floor to view these creatures in their natural habitat.

Floor 4 - Enemy Observation Chamber

For this exhibit, LMAO implores you to press the f command in order to observe these heroes in their natural habitat. Through the observation window, you will see that they have little to no intellect and merely wander around aimlessly. Feel free to laugh and jeer. You may also press the f command to make them freeze and unfreeze at your leisure.

Observing the enemies, you will notice that they will walk over gold but do not pick it up. These ungrateful creatures do not appreciate the value of gold. You will also notice that these creatures do not walk over potions. At least they appreciate fragile goods.

Proceed to the next floor to interact with the exhibits you have encountered in a natural environment.

Floor 5 - Enemy and Item Interaction Chamber

In the smallest middle chamber, you will see two merchants. These are highly loyal heroes - they do not attack you if you do not attack them. However, if you attack one, expect all merchants to try to kill you on contact.

Approach a creature. You may also notice that when a creature attacks you, they will not move away. These heroes are hardy - you must choose whether to stand your ground or retreat - I mean, advance in a different direction.

Proceed to the stairs to end the tour.

Ending

Thank you for joining LMAO on our world domination tour. We hope you can use the knowledge you have learned today to conquer greater heights.

Allow us to send you off with the traditional LMAO farewell: Your Enemies End Today (YEET).