



Welcome to The Elder Lands, a magical world where you can live out all of the fantasy adventures you've ever wanted. This game is for those who are brave enough to venture beyond the standard realm of games. The inhabitants here have known peace for millennia but, recently, dark forces have been brewing. The wizard Firdan has been amassing armies of the undead to wreak havoc upon the countryside. Additionally goblin warlords have begun to organize and send out raids upon unsuspecting towns. The wilderness has been growing more and more dangerous, as bandits and violent animals get more numerous and aggressive. The only one who can match these forces is you. Explore the kingdom of Eirchard defeating threats that you find and gaining the trust of the king. Travel through the wilderness destroying goblin camps and groups of bandits that you find along the way. Track down Firdan and end his reign of terror, once and for all. The threats keep reappearing so there's always something more to do in The Elder Lands. You can play forever. Just remember to stay away from the borders of the map There's nothing to do there so you would get really bored if you went.

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Installation & System Requirements.

Any computer that can run c++ and has access to a browser can run The Elder Lands. Steps to install The Elder Lands.

- Step 1. Go to gitlab
- Step 2. Download The Elderlands tarball
- Step 3. Unpack the tarball.
- Step 4. Open up a browser to anansi.stolaf.edu/SD_app/local
- Step 5. Type in your username and password
- Step 6. In the terminal type `./serve.py`
- Step 7. Enjoy!

Ethical Concerns

The final goal of the Elder Lands is to have a sample game to enjoy and allow other people to create their own stories in the Elder Lands. This raises a few concerns over the content other people might make. The easy solution to someone making inappropriate content is to let the user decide whether or not to use it. We can't control what people make but can let the users decide what to play.



Standard View

1: This is the display. Here you will find either the country map or the image of whatever you are currently interacting with. You can change to the country map by typing map into the input bar and back to the image of whatever you're interacting with by typing image into the input bar.

2: This is the input bar. This is the only way for you to interact with the world. By typing in a command, your character will carry out that command to the best of their abilities, interpreting it to fit the context. For example, when you type speak, your character will open a conversation with an npc or attempt to parlay with the bandits. This will also be how you move through the world. By typing "Travel", you will get a list of areas which you can travel to.

3: This is the output bar. Here I will describe the outcome of your actions to you and relay things like character dialogue. Don't worry about this at all, you can trust me to create a grandiose and proper narrative for you. This and the display will be your window into the world, allowing you to know what happens as your actions influence the world around you.

If you don't like the story that we've made for you. Don't worry! You can make one yourself without writing a single line of code!

Implementing Locations Yourself

You can go into Game.txt to implement locations yourself. Here is the structure of the Location.

```
Location { Key = Value , Key2 = Value2 , etc }
-
  Description for Location
-
    Place inside of Location { Key = Value , Key2 = Value2, etc }
    -
      Description for Place inside of name
    -
    -----
    @Place Name can Jump to {}
    -----
```

You can have as many nested locations as you want. You can also have as many tested locations inside of nested locations as you want.

Types of Keys:

Foreground = picture.png

Script = Script for the Location

Title = Title for the Location

Back = Place that the location goes back to

Foreground Key

Changes the Picture of the Location

Script Key

Changes the texts that it prompts when you are in a location that goes to the location with the script key.

Title Key

Changes the text displayed at the top of the screen for location

Back

Gives location a place to go back to

Combat Screen

This screen shows any combat that might happen during your adventure. The red bar above the heads of your character and enemy represent your health (hp). If you hit zero hp then you die. :(Sad times. This is where the details of the combat will show up. This is where you type in your commands. Some common commands you might use are:

- Attack
 - Does a normal attack based on what you are holding.
- Defend
 - You assume a defense stance and take less damage that turn.
- Persuade
 - You try to persuade the enemy to stop attacking you

1.	The vampire charges you in a bloodthirsty rage.
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- Pilfer
 - You try to rob the enemy.



- Examine
 - You look at the enemy and see their stats
- Counter
 - If the enemy misses their attack then you attack for more damage
- Heavy Attack
 - You make a heavy attack against the monster
- Light attack
 - You make a light attack against the monster
- Commands
 - Brings up a list of commands to be used in combat
- Fireball
 - You cast fireball at the enemy
- Run
 - You try to flee from combat, if successful combat ends.
- Item
 - You use an item in some way.
- Quit

- Quits the game.

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