

The Programming Isekai Adventure Beginners Guide

1. Starting

To boot up the game you need to compile all source files using *.cpp and enter the command ./a.out which will lead you to the main screen.

Once you are in the game, the question “are you a new user?” will appear.

- Responding with **(y)** will boot the game as a brand new session, and you will be asked to create an account by entering a username (see 3.e). The game will then show you an introductory story and then you will be in the main screen.
- Responding with **(n)** will prompt you to enter the existing username to log into session. Once you enter the existing username you will be redirected to the main screen.

2. The main screen

The main screen, also known as the home screen, is the center from which all operations related to the game will be performed. In this game you are known as “the coder” and you command an army of characters that range from popular programming personalities such as Bjarne Stroustrup and Guido van Rossum to original characters made for the game. There are 4 total commands within the home screen.

a. My account

Selecting command 1 will show you all the characters you own, also known as the player box, as well as all the important parameters within your account such as the programming coins you own (game currency) , the arena wins, the arena losses, and the current streak in session(see 3.a).

b. Gacha mode

Selecting command 2 will redirect you to the gacha mode. In this mode, you will be able to see the banner available and the 3* featured within the banner. In addition, it will also show you the talent of the character which is a unique move for that character, as well as a description for that talent.

Summoning characters

If you decide to roll on the banner by selecting **(y)**, you will summon a random character from the banner. Each banner roll costs 10 programming coins, and you will automatically be deducted that quantity once you decide to roll on the gacha. Keep in mind that not having at least 10 programming coins to roll will make you unable to roll on the gacha until you get that quantity. Also the player box is limited to 10 characters so trying to include an 11th character to your box will prompt the delete procedure (see 3.b).

c. Arena mode

Selecting command 3 will redirect you to the arena mode. In this mode you will be able to obtain programming coins that you can then use to summon on the gacha. You will be able to select between two battle modes: single mode, and wave mode.

Single mode

Selecting command (1) in arena mode will make you enter into single mode. In single mode you will be facing 1 enemy and selecting 1 of your characters to go into battle. Upon defeating the enemy you will obtain 1 programming coin, and an arena win will be recorded into your account. If you happen to lose, you will lose your streak (see 3.a) and an arena loss will be recorded to your account.

Wave mode (3 characters required)

Selecting command (2) in arena mode will make you enter into wave mode. In wave mode you will be facing a horde of 3 enemies and you will be selecting a party of 3 to go into battle. Upon defeating the enemy you will obtain 10 programming coins, and an arena win will be recorded into your account. If you happen to lose, you will lose your streak (see 3.a) and an arena loss will be recorded to your account.

Exit

Selecting command (0) will make you return to home screen.

Battle mechanics

After selecting your character(s) the battle will start. At the top of the screen a turn count will appear as the general assessment of battle. If you happen to be faster than the enemy (see 3.f) you will be asked to select a course of action between attack, heal, retreat, and talent after turn 3.

- **Attack:** Selecting command 1 will make your character deal X damage to the enemy where X represents the base attack stat of your character. Do note that attack boost can happen in the form of talents (see 3.c) or weakness advantages (3.d).
- **Heal:** selecting command 2 will allow you to recover 500 hit points to your characters hp pool. Do note that some characters have special talents that provide greater heals (see 3.c).

- **Retreat:** Selecting command 3 will allow you to retreat from the battle. This action is considered as surrendering and will record an arena loss to your account.
- **Talent:** After turn 4 talent will activate. Selecting command 4 will activate the characters unique talent(see 3.c) which can turn the tide of the battle. Do note that some characters do not possess special talents as they might be of lower rarity.

However, your enemy can win the agility battle (see 3.f) and then he will also perform a similar action to the ones you are able to perform.

Win requirements

Once you have beaten all the enemies within the game mode you will win the battle and return to the main screen.

d. Exit

Selecting command 4 in the home screen will close the game.

3. Advanced mechanics and game processes

a. Streak

In the programming Isekai adventure, players are rewarded for their activity in the form of streak. Under “my account” you will see “streak” this refers to the consecutive wins you have in arena, regardless of the game mode.

- Winning in single mode or Wave mode would yield 1 streak point in session.
- 3 consecutive wins will duplicate your currency. Beware that this is based on the last arena game mode you played. So, if single mode was the last mode to get you to 3 consecutive wins you will be awarded 2 programming coins. Similarly, if wave mode was the last mode to get you to 3 consecutive wins you will be awarded 20 programming coins.
- Losing in any of the game modes, or retreating for battle will reset your streak points to 0.
- Streak points are only saved by session, so exiting the game will reset your streak points to 0.

b. Deleting characters in gacha

Once your box reaches a total of 10 characters, you will be asked to delete a character from session. The following steps outline the commands needed to delete a character.

Step 1: You will be asked if you want to delete a character from your box. If you select y will continue the delete process. Else, if you select n the process will terminate and you will preserve your player box.

Step 2: Once you decide to continue you will be prompted to select a character from your player box that you would like to eliminate. After selecting the character normally it would be deleted; however, if the character your are trying to delete is stronger than the character acquired by gacha the game will activate a confirmation.

Step 3: If the confirmation happens to be activated, you will be asked again to confirm that you really want this process to be made. If you select y, your character will be replaced by the summoned character and the process will end. Else, if you select n, the delete process will terminate and you will be returned to home screen.

c. Talents

A character could posses a unique trait called talent which refers to a unique action available in combat. The following lists all of the available talents in the game.

- **Burn:** Increases the firepower of the user by augmenting its attack by 200.
- **Freeze:** Inhabilitates the enemy allowing the user to recover 1000 hp.
- **Tactics:** The ultimate counter ability. Tactics increases the attack of the user by 2000 while dealing 1500 damage to the enemy.
- **Protocol 7:** Lain unleashes its full power by increasing its attack stat by 5000 points.
- **Algoexpert:** The programming master activates its ultimate algorithm to defeat the evil increasing all its stats by 2000 points.
- **Underworld:** A talent known for the most exceptional demons. Underworld increases the attack of the user by 500 points.
- **Sanctuary:** A talent known for the most exceptional angels. Sanctuary increases user's hp by 500 points.
- **RapidFire:** A talent known for the most exceptional snipers. RapidFire duplicates the user's damage.

d. Type advantages

In arena mode there is the possibility that an enemy has a type weakness. You could use this knowledge to your advantage and select a character with a type that matches that weakness.

- The bonus of having type advantage over the enemy is reflected in a 200 points increase on the attack stat of the character every turn.

e. New accounts

Every new user will be awarded with “Welcomer” as its main character as well as being available to roll 2 times in the gacha in order to compete in wave mode.

f. Turn based system

Single mode, and wave mode are based on a randomized system that takes your computer clock as the seed for the game. There is not specific order in which turn priority is arranged; instead, all agility battles are aleatory and at the discretion of the system. You can go X times in a row where X represents the number of turns that your character can take action in succession. Similarly, enemies can also go Y times in a row, where Y represents the number of turns that an enemy takes action in succession.

4. Beating the game

In order to “complete” the game you must accumulate 100 arena wins in your account. If that happens the end of the story will be shown after returning to the main screen. After that you will be awarded an extra win, and 1000 programming coins. Reaching the end of the game does not mean that you cannot play it anymore; you can keep enjoying the game after reaching the end of the story.