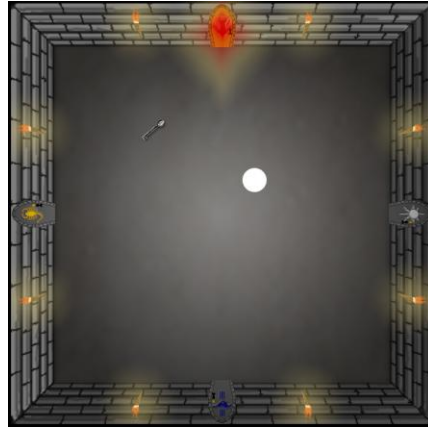


Sonoma State University
Computer Science Department
CS 330 - Spring 2014 - Watts

Rules of The Vault

OBJECTIVE: Explore the rooms around you, find keys, and unlock doors.

GAME BOARD:

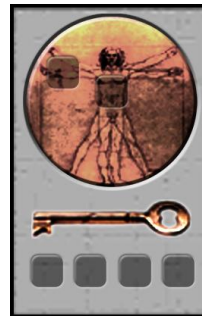


The player character, signified by a white circle, starts in a room with 4 doors leading off in different directions. There are keys that you find that sequentially open up another room.

RULES: You can inspect your immediate area with the 'E' key. This will allow you to inspect a locked door, pick up a key, or enter a passageway, etc.



The scroll area will display all text notifications gained from inspecting your surroundings.



Your inventory panel will show which keys you have found as well as if you have anything equipped.

WIN/LOSS: You win this version of the game by finding all four keys and unlocking the final door. There is loss condition outside failing to progress.

TIPS: Inspect rooms thoroughly and you should have no trouble.