

USER GUIDE

Commands:

- [n/next]: Advances one space (to the south) if a link allows it
- [b/back]: Moves one space back (to the north) if a link allows it
- [l/left]: Moves one space to the left (west) if a link allows it
- [r/right]: Moves one space to the right (east) if a link allows it
- [d/down]: Advances to the space below if a link allows it
- [u/up]: Advances to the space above if a link allows it
- [m/move] + [N/S/E/W/U/D]: Moves in the chosen direction
- [i/inspect] + <Nombre>: Inspects an object in the player's inventory or in the current space
- [i/inspect] + [s/space]: Inspects the current space
- [ton/turnon]: Turns on an object in the player's inventory or in the current space
- [toff/turnoff]: Turns off an object in the player's inventory or in the current space
- [t/take] + <Nombre>: Picks up a moveble object from the current space
- [d/drop] + <Nombre>: Drops an object from the player's inventory to the current space
- [rl/roll]: Throws a die, used in game_rules
- [o/open] + <Nombre enlace> + with + <Nombre Objeto>: Opens a link using an object from the player's inventory
- [a/accuse] + <Nombre>: Accuses a suspect in the current space
- [s/save] + <Filename>: Saves the game in the given file
- [l/load] + <Filename>: Loads the game saved in the given file
- [e/exit]: Exits and closes the game

Elements:

Objects:

The game has a multitude of objects with different attributes. Each one can be inspected to obtain information about its use. Some of them are hidden, and can appear on screen thanks to the `game_rules` module. Moreover, some can emit light, and the player is able to turn them on and off at will. Some other objects can be used to open certain links between spaces. Lastly, on the right of the screen there can be seen a list of the visible objects, their location, and the objects in the player's inventory.

Spaces:

Spaces are connected with each other through links. Each space can be inspected to obtain additional information. Spaces can be either illuminated or dark. When there is no object emitting light in a space, it will turn dark and the player won't be able to inspect it.

Links:

Links connect spaces, and not all of them are visible or open. The player must notice when it is possible to move upwards or downwards. If a link is closed, the player must find the matching key to open it.

Game Rules

If game rules are enabled, every five turns one of the following events will take place at random:

- **Darkness:** Darkens all spaces.
- **Rotate:** Rotates the links of the current space.
- **Open/Close:** Links that are open close, and those who are closed open.
- **Drop:** The player drops all of their objects to the ground.
- **Teleport:** The player is teleported to a random location.
- **Hide/Show:** Hidden objects are shown, while visible ones are hidden.

Gameplay

The goal of the game is to find the perpetrator of a mysterious murder that took place in a temple. The enigma will be solved as the player collects different clues and testimonies from all around the property.

The player can accuse anyone in the current room whenever he pleases, but he must be careful with his choice, for wrongly accusing someone will result in the player being sentenced to death by octopus, and thus losing the game. On the other hand, if the player solves the mystery and accuses the right person, he'll be sent to the victory space.

The exhaustive guide to complete the game can be found in the attached file, which ends with the accusation to the true murderer.