Ruse Rampage

[PRESS ENTER]

User Manual

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HOW TO INSTALL:
Minimum Requirements:
Python version 3.x with curses support (i.e. not Windows)
Installation instructions:
In your browser, go to: https://github.com/rariera/ruseRun
Once there, find the green button saying 'Clone or Download'. Click on it once.
Click 'Download ZIP', which will download the zipped file onto your computer.
Go to the file's location and unzip the file.
Enter the folder where the unzipped contents is stored.
Double-click on 'ruseRampage.py' to begin the game.

FAQs
Q: What exactly is the goal of this game?
A: The goal of the game is to survive and find your way to the front gates of the school, at which point the game ends.
Q: Is there a time limit?
A: Yes, there is a time limit of 5000 turns. However, this is very lenient, so provided you don't walk around in circles the whole time, you should be fine. The game can be completed with as little as 1500 turns.
Q: I keep dying. Is there any cheating mode where I can play without worrying about dying?
A: Yes, just press ~ to activate unlimited health mode (press ~ again if you want the monsters to move, but not worry about HP).
Q: I found a bug. What should I do?
A: Please submit a but report by emailing 'laura-ruserampage@openfusion.com.au' with the details of the bug. Your help is much appreciated.
Q: I'm on Windows. Why doesn't the game work?
A: The game does not function on Windows, as the Windows port of python does not contain the required modules to run the game. Sorry!
Q: This game is awesome. Where can I send you money?
A: Thanks so much! Please email 'laura-ruserampage@openfusion.com.au' and we'll sort something out!

HOW TO PLAY
Aim of the game
The game is set in the school of James Ruse Agricultural High School. You wake up on the farm at 5.30 pm, not knowing how you got there. What you do know is that you need to get out of the school, before the cleaner locks the front gates of the school. However, there are monsters that roam the school, which only come out when the sun goes down. And if you do not make it out, they will undoubtedly never let you leave.
Controls
Movement + Navigation
You move the character (@) around the map by using the arrow keys. The layout of the maps and buildings is very similar to that of James Ruse, meaning that it is unlikely that you will get lost over the course of the game. If this does happen, a good rule of thumb is that you are trying to go down.
Some important symbols that you will need to know while navigating the world are:
Period (.) and quotation marks (") represent manmade floors and grasses, which are the main squares that are walked on. Staircases are represented by greater than (>) and less than (<), which show descending and ascending stairs respectively. Going up or down stairs changes the floor that the character is on. Doorways are shown by plus signs (+), and are used to travel into and out of buildings. Going in and out of doorways changes the map, as to whether the character is inside or outside. Stairways and doorways are used by walking onto the square where the stairway or doorway is located.
In order to complete the game, you must get the the front entrance(s) of the school before the time runs out. The finish line of the game is shown by a line of asterisks (******).
Monsters
On your journey out of the school, you will undoubtedly encounter many monsters which will try to forestall your escape, or stop it entirely. In the game, monsters are represented by various letters of the alphabet (apart from a capital p (P), which represents plant material). When a monster becomes aware of your presence, it will move towards you and try to kill your player. Different monsters are represented by different letters, and the difficulty of the monster is shown approximately by their colouring. Green monsters are the most common. These monsters have low hit power, and are easy to dispatch quickly. Yellow monsters are less common, but still seen frequently. These are harder to kill than green monsters, but can still generally be taken care of easily. Red monsters are the rarest variety. These are the hardest monsters to kill, and the strongest when battling against. It is difficult to fight multiple red monsters at once, and sometimes stealth is needed rather than strength.
Items
While traveling through the world, you will undoubtedly encounter many items lying around. These items can be picked up by standing on them and pressing 'g', at which point it will be removed from the level and dropped into your inventory. There are three different types of items: Weapons are shown as ')', and increase your attack power. Armour '(' is used to protect yourself from attacks. It decreases the effect that monster's attacks have on you. Food '%' is used to recover health faster than by natural regeneration of health over time,