Once launching the game the player will be presented with a list of controls:

1. Walk forward
   1. Walks to the next room on the current floor.
2. Walk backward
   1. Walks to the previous room on the current floor.
3. View stats
   1. Prints out a list of the player's stats (HP, attack, defense, coins, etc.)
4. View map
   1. Prints out the contents of each room on the current floor.
5. Quit
   1. Quits the game.

Room Types:

1. Monster (spider)
   1. In this room, the player will battle a monster, in this case a spider. Whoever brings the opponent to 0 HP first, wins the fight. Whoever has the higher speed gets to attack first.
2. Loot
   1. In this room, the player will find an item that gives them a permanent stats boot (HP, attack, defense, etc.).
3. Trap
   1. In this room, the player will face an unfortunate fate and receive a stats debuff.

Game Completion:

1. Rather than being a game to beat, this is a game to see how far you can make it in a single life.